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Computer GAMER

DEATH
FORTUNE
DEVIL
LIFE
LUCK

EXCLUSIVE

ULTIMA IV– FAME AND FORTUNE?

128K SPECTRUM–

Sinclair's new games machine

Living on the edge of an eternal galaxy, battling with opponents who seem to be reading your mind, you are about to captain your ship through one of the great edge-of-your seat adventures of the 35th Century.

Sitting on a mother lode of rich mining deposits, a new quadrant called the Parvin Frontier, is a mecca for settlers; entrepreneurs on both sides of the law; and some of the worst scum in the universe.

These space carrions have been the scourge of the shipping lanes; and as things stand now they are on the brink of starving out the entire quadrant and holding it hostage.

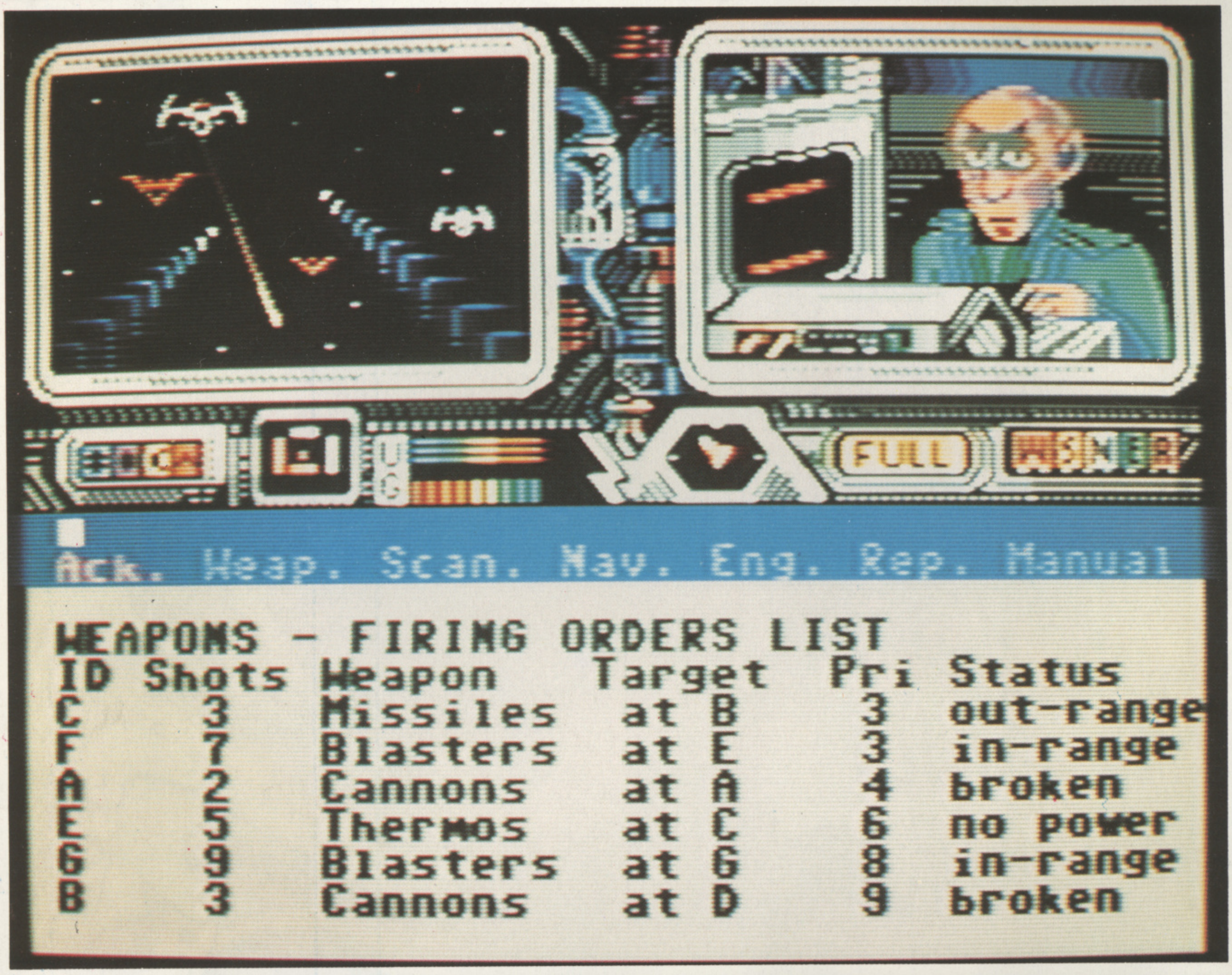
No wonder the inhabitants of the Parvin Frontier will pay almost anything to anyone who can get through to them with a freight ship full of supplies from the outside world.

But it's a tall order to fill, even for the experienced captain of the Psi-5 Trading Company; because, needless to say, these marauders are not going to take too kindly to any last ditch efforts to spoil their little intergallactic carnage.

So, if you're ripe for a stiff challenge and feel comfortable in the role of Space Freighter Captain, your ship just came in.

Choose your crew carefully. For 10 years Al Zott has been shooting enemy attack cruisers to smithereens, but will his hot temper be your final undoing? Your choice for weapons expert is critical. You have a wealth of talent to choose from; but will your pick hold up in the heat of the battle?

As captain of the Space Freighter, you must constantly delegate authority throughout the mission. With space outlaws on the horizon, what do you repair first—the defence shields or your weapons?



```
WEAPONS - FIRING ORDERS LIST
ID Shots Weapon    Target  Pri  Status
C    3   Missiles   at B    3   out-range
F    7   Blasters   at E    3   in-range
A    2   Cannons    at A    4   broken
E    5   Thermos    at C    6   no power
G    9   Blasters   at G    8   in-range
B    3   Cannons    at D    9   broken
```

PSI-5 TRADING COMPANY

- **Keyboard or Joystick Controlled**
- **Choice of Specialist Crew**
- **Inter-ship video link**
- **External view port**
- **On board Computer**
- **Navigational Cockpit**
- **Superb weaponry**

Manufactured under licence by U.S. Gold Ltd,
Unit 10, The Parkway Industrial Centre,
Heneage Street, Birmingham B7 4LY.

*Screen as seen on Commodore 64

64

Accolade

U.S. GOLD
All American Software

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Biggles

When I was eleven I had loads and loads of Biggles books. All about the continuing adventures of James Bigglesworth and his chums — Algy and Ginger (hooray, hooray). They were opposed by the evil Baron Von Stalheim (boo, boo, hiss, hiss).

A film, loosely based on the characters out of the books is to come out around March. In conjunction with this Mirrorsoft will be releasing a game based around the film.

The film follows the fortunes of a present day American fast food salesman, who is linked as a 'time-twin' with Biggles. This means that whenever one of them gets into trouble, the other will arrive on the scene and pull him out of the mire. The whole plot sounds a bit unbelievable, but the film is so funny that it is carried off, helicopters in 1914 ('Golly Biggles you're flying a windmill!'), German secret weapons using space shuttle technology, and no technical accuracy at all.

Biggles set to take off in his trusty C64

The game is a multi-screen, multi-level, multi-game. With horizontal scrolling (in the Commodore version) featuring battles between the bad guys and the good guys, and the final assault on the secret weapon.

Biggles—The Untold Story will be out on the Commodore 64 in March and in the cinema, Spectrum and Amstrad versions will be out later, 16 bit versions are also planned.

Four!

Ariolasoft are about to release, what they describe as, the definitive golf simulation program. Written by the east European software house, Andromeda, the game is written in the same pseudo-3D style as the coin-op Atari Golf game.

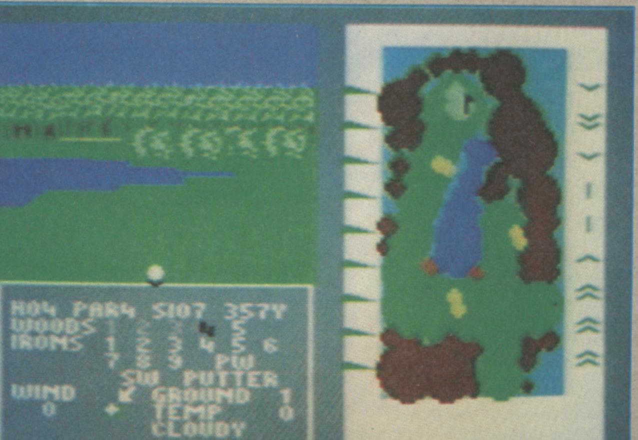
Golf Construction Set also, as its name implies, allows you to redesign a course, or think up a course all of your own. To make the game as accurate as possible the slope of the course is taken into account, as is the wind and all the other factors that you would expect to see in a golf game.

Golf clubs are selectable from an available list, as in the real rules of golf, you are only allowed to take a certain number of clubs out onto the course with you.

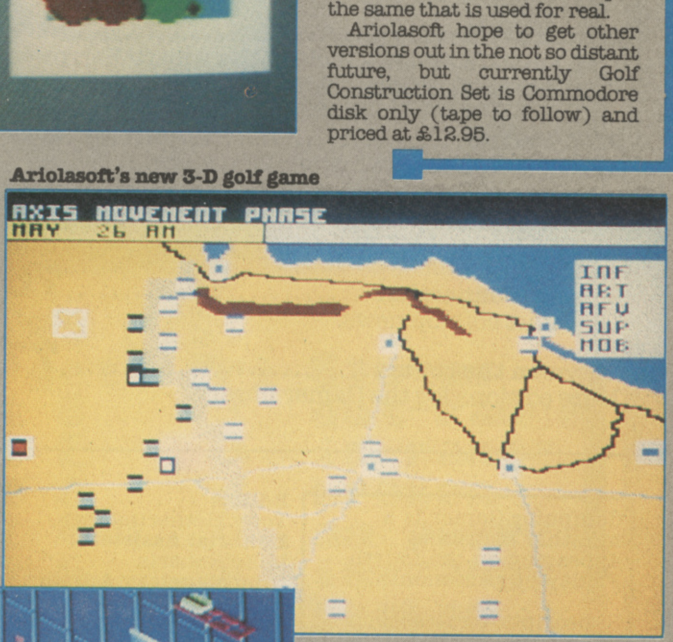
When playing the game, the ball flies through the air with the greatest of ease, and proceeds to bounce in the direction that you don't want! The scene then gets redrawn in the appropriate 3D view from wherever you are standing. Get onto the green and you get a plan view of the hole.

The one extra feature of this golf game is the handicap system. After completing a round of golf your handicap is recalculated and the result written to your disk, the formula used to calculate the handicap is the same that is used for real.

Ariolasoft hope to get other versions out in the not so distant future, but currently Golf Construction Set is Commodore disk only (tape to follow) and priced at £12.95.



Ariolasoft's new 3-D golf game

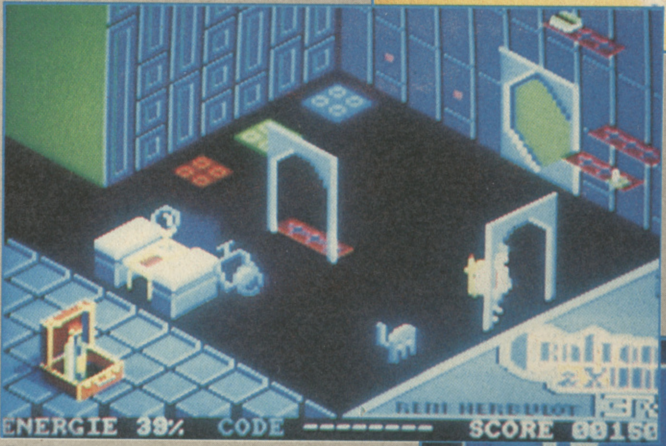


Tobruk

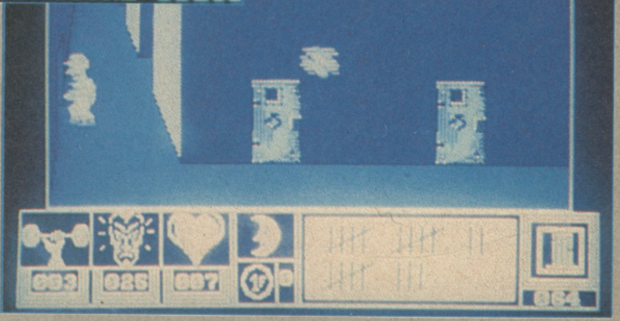
PSS go ribbit

PSS, the Coventry based software house, best known for their wargames and strategic simulations, are to licence two Amstrad games from the French software house Ere.

The two games are Doomsday Blues, and Get Dexter! Doomsday ▶



Get Dexter!



Doomsday Blues

NEWS NEWS

Movie Maker

Budding movie moguls can now create animated cartoons using their computer.

Movie Maker is the latest in the construction series of programs from top US software house Electronic Arts and is distributed in the UK by Ariolasoft.

The twin disk pack contains all you need to create a cartoon consisting of 6 different animations on the screen moving up to 300 steps simultaneoulsly. You can then add to that sound effects and music as well as build up a library of backgrounds.

The resulting masterpiece can then be recorded for posterity on video.

Movie Maker is available on C64 and Atari formats and costs £16.95.

PROD. MOVIE MAKER
DIRECTOR
CAMERAMAN
SLATE
TAKE
ARIOLASOFT
DATE MARCH 10
MovieMaker

Pub Games

You marvelled over the graphics of Winter Games, you've destroyed joysticks in Daley Thompson's Decathlon, now courtesy of Alligata, you can damage you liver in Pub Games.

Six alcohol dependant sports will come to life for Spectrum, C64, Amstrad, C16 and BBC owners in a two player extravaganza featuring pool, darts, table football, skittles, poker and blackjack.

During the game which is to be released in May you will have to use your skill and judgement not only at the games but also to control the amount you drink!

Blues is a 3D problem solving game where you have to escape from a prison. To start with you have a number of points, and can allocate these to various attributes such as strength, temperament, and morale (I think, my copy is in French, however production versions will be in English).

You have to find various objects to keep these attributes up as they get depleted by various actions such as kicking doors down to escape from your cell. You can also go to sleep by diving onto beds and snoring away for the appropriate length of time.

In the game you are the last remaining member of the human race—the robots have taken over!

Sitting in your cell you await your ghastly fate, but then—you hear the voice of a girl. Your reason for living now restored, you set off to find her.

The animation is perfect and the whole thing looks like it is going to be a smash hit. Look out for a full review in a further issue of Computer Gamer.

Get Dexter is another 3D problem solving game (arcade adventure?), but in a totally different vein, similar to the Ultimate games, but in full colour.

The plot is that you are trying to get the 8 digit code that will stop the central processor from blowing up the world.

Tobruk is the latest release in their Wargamers series. This game follows the battle of Tobruk (surprise, surprise). The main feature of the game is the arcade sequence of the tank battles and the ability to link up two Amstrads so that two players can battle it out!

All games are available for the Amstrad and will cost £9.95 on tape and £14.95 on disk.

Activision buy Infocom!

The surprise news from America is that adventure supremos, Infocom are to be bought by Activision.

The deal is expected to be completed by the end of June and will mean that Activision will add to their catalogue such classic games as the Zork trilogy, Suspended and Hitchhikers Guide to the Galaxy.

Infocom have ben incredibly successful with their superb text only adventures that have constantly stayed in the US top ten. Unfortunately Infocom recently dabbled in the business market with a database program called Cornerstones.

The latest adventure to be released by Activision themselves is called Borrowed Time in which as Sam Harlowe you must prevent a murder — your own.

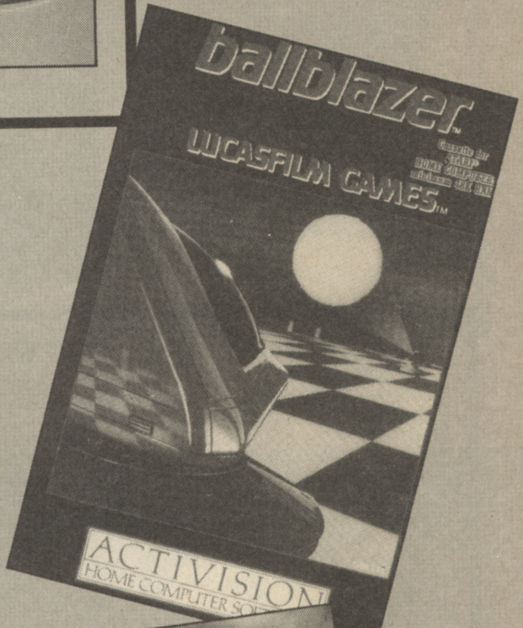
In just one day you must track down and interrogate 20 suspects who you want dead while keeping a careful watch over your shoulder.

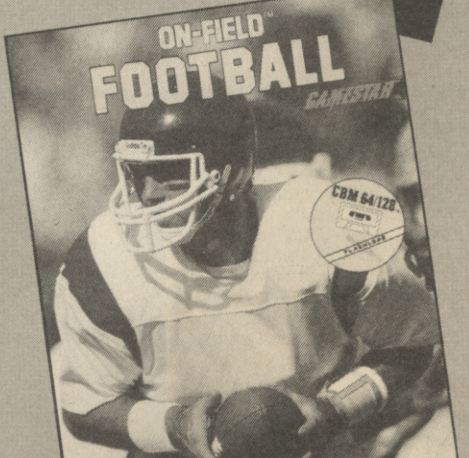
During the day you will be shot at, burned, strung up, beaten up, sentenced to life, ripped to pieces by dogs and generally be given a bad time.

Borrowed Time is an illustrated text adventure but features pull down menus, point and press options and what Activision describe as 'most used command' menus.

STOP PRESS: Borrowed Time is reviewed in this transmission of Gamer.

Activision are also set to release Spectrum conversions of Rescue on Fractalus, On-Court Tennis and Eidolon as well as Amstrad versions of Ballblazer, Decathlon, On-Filed Football, On-court Tennis, Rescue on Fracalus and the Eidolon.





Coming soon for the Spectrum and Amstrad.

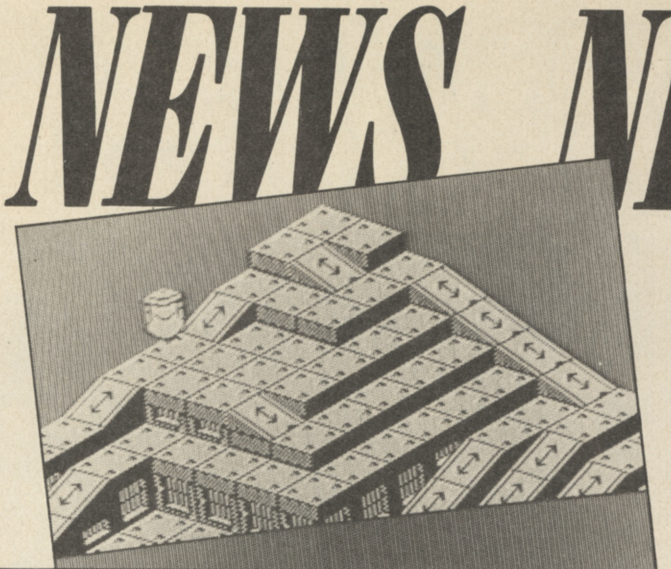
NEWS NEWS

Batman

Ocean plan to release the computer game adventures of Batman and Robin in May.

The game is described as being a 'real time', arcade, strategy game and will be available in Spectrum, C64 and Amstrad versions.

Also scheduled for May is the latest in the Konami coin-up games to be released under the Imagine label. The game is based on the scrolling, arcade war game, Green Beret.



Quazatron.

Quazatron

Quazatron is to be the next release from Hewson Consultants and is written by Astro Clone author Steve Turner.

It is described as the Spectrum equivalent of the hugely successful game Paradoid but looks more like a Marble Madness style game.

During the game you will have to guide your Meknotech through a subterranean city and battle with repair mobiles and battle droids.

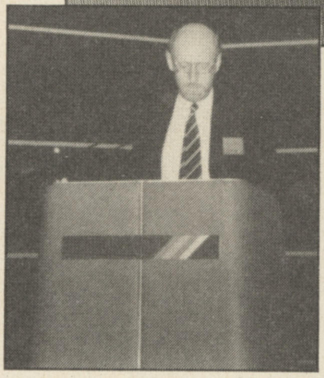
Battle will commence in this shoot-em-up at the end of April on both Spectrum 48k and 128 computers.

Sinclair launches Spectrum 128

Sir Clive Sinclair has launched the new ZX Spectrum 128.

Not only is it compatible with Spectrum + programs it also has 128k RAM, a new sound chip and improved graphics.

The 128 costs £179.99 and is supplied with two specially expanded Ocean games, Neverending Story and Daley Thompson's supertest. For a full review see inside this transmission of Gamer.



Sir Clive launches the 128.

Mastertronic's Latest

Mastertronic have announced two more titles in their excellent MAD range of games as well as a completely new label featuring games acquired from Creative Sparks.

The new MAD games that hope to follow on from the success of Spellbound and Master of Magic are a horse racing game called the Sport of Kings and a defender style arcade game based on the Battle of Britian titled Bandits at Zero.

The MAD range is further expanded by the release of Atari and Amstrad versions of the Last V8.

Mastertronics new range of MAD Chrome game will cost £2.99 and will consist of titles bought from Creative Sparks. Initial offerings include Delta Wing for the Spectrum and Countdown to Meltdown and the excellent arcade adventure, Ice Palace for the C64.

Finally, they plan to expand their range fo £1.99 titles next month with the release of 7 new games including a volleyball simulation, a new game from Soul of a Robot author called Into Oblivion, a text adventure called Kentilla and a conversion of the immensely popular Formula 1 Simulator for the C64.

Knight Games

Knight Games is a new medieval sports challenge coming soon from English Software.

The game features 8 events on one casette which inlcude fighting with swords, quarterstaffs, axes, pikestaff and even a ball chain. Also you can test your skill in an archery contest and in a duel with a crossbow.

Knight Games will be available for Amstrad and C64 computers and will cont £8.95.

W.O.W. Games

War on Want are to launch a charity games compilation tape containing 14 games donated from top software houses.

WOW Games will be initially available by mail order and will cost £9.95.

The fourteen games are:

Hellfire—Melbourne House
Xavier—PSS
Hunchback 2—Ocean
Wizards Warrior—Mastertronic
Chess 2—Artic
Winged Warlord—CDS
Headbangers Heaven (a new game by Jeff Minter)
Rupert and the Ice Palace—Quicksilva
Bugeyes—Audiogenic
Horace and the Spiders—Psion
Mr Freeze—Firebird
Dr Frankie and the Monster—Virgin
Pedro—Beau Jolly
Cybertanks—Star Dreams

WOW Games will be available initially on the Spectrum only from April 21st.

Money and orders to: WOW Games, Room 62A, 1 London Bridge St., London SE1 9SG.

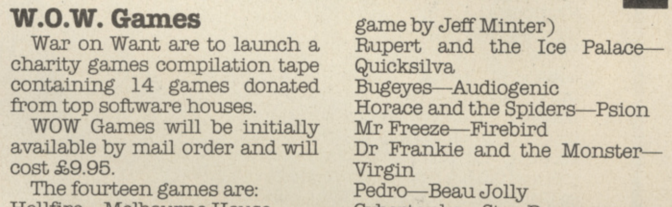
Global Horror

Global software are set to release the true horror of the Attack of the Killer Tomatoes on an unsuspecting public.

The game is based on the truly awful film of the same name that won a nomination as the worst vegetable movie of all time. Building on this achievement the game was written using unique Vege-Tation programming techniques and features punch card machines, conveyor belts and puree tubes. Attack of the Killer Tomatoes will be released at the end of March to terrorise Spectrum and Amstrad computers. Admission fee — £7.95.

Global have also launched a compilation tape containing four adventures aptly named, Fourmost Adventures. The four for the price of one adventures are a D&D style roleplaying adventure called Out of the Shadows, Galaxias a game from Fergus McNeil the author of Bored of the Rings, a quest to remove obscen graffitti from walls in The Mural and a nightmare struggle to stay alive after an accident in the lab has turned you into Micro Man.

Fourmost Adventures is available for the spectrum and consts £7.95.



Attack of the Killer Tomatoes.

NEWS NEWS

Gamer — 1 Year old

Yes, although it's hard to believe it is already 12 months since the first Computer Gamer arrived on the newstands.

Since our launch in April we have reviewed almost 500 games and we've played them all! Twenty five of them have been the subject of our unique in-depth reviews featuring not only the background and details of the game but also hints on play.

The majority of these reviews have appeared, before the opposition, and just as the game is released. This is because we realise that you need to read the reviews before you buy the games.

In June we launched our series of articles on the fascinating world of Play By Mail gaming, PBM Update, that has built into our presentation of the Gamer PBM awards at the first ever British PBM Show held in London last month, We also offered Gamer readers a special discount PBM game from KJC called It's a Crime, which will begin soon. Good luck to all involved in it.

When we announced the nominations for our first Game of the Year Awards in our December issue we couldn't anticipate the incredible response we should get. Either you all wanted to tell us your views on your favourite games or you wanted a chance to win the fantastic prize we had on offer. The actual awards were presented to the software houses at a ceremony held at London's Regent Palace Hotel in January and the results printed in February's Gamer.

In October we launched the Troll's Tavern which quickly established itself as the adventure column. Not only was it the place to turn for the latest adventure news and reviews, but also contained advice for adventure authors in Dungeon Dressing and a full paper and pencil 'Heroic Warrior' adventure in every issue!

Our readers club has grown beyond belief in the last year. So much that we are incorporating the club pages inside the magazine. The membership as it stands at the time of writing is six times more than the wildest predictions with thousands of memebers spread throughout countries around the world. Turn to this month's club pages to see how we're making it even better.

Competitions have featured strongly in Gamer during the last year and we've got even more in the pipeline,. Indeed in the last 12 months you could have won a compact disc hi-fi system, an Amiga, several monitors, robots, radio controlled bikes and enough software to start your own shop.

From next month we're making Gamer even better. More reviews, more features, more fantastic prizes to be won. The magazine you can't afford to miss.

Gamer Starsigns

Aries—The RAM

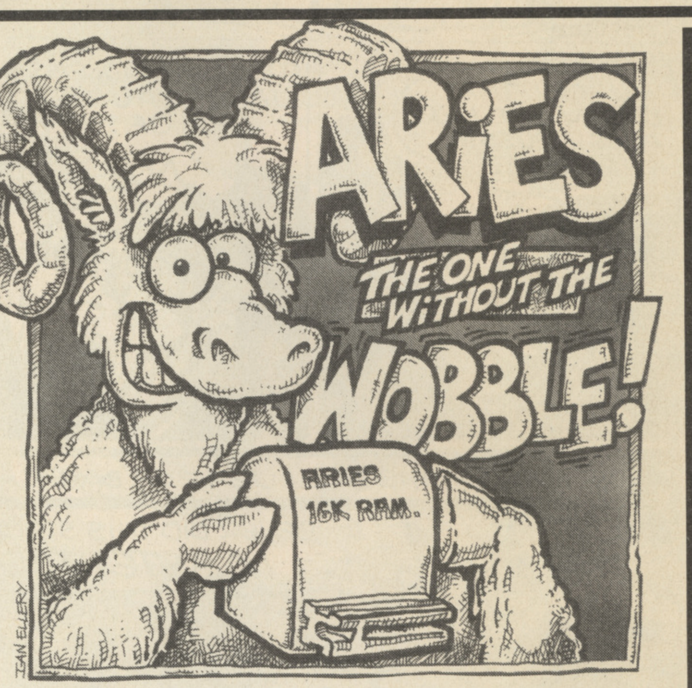
If your birthday lies between March 21st and April 20th you are a RAM.

Unlike the other signs you never suffer from memory blackouts or loss of concentration as you're the RAMpack without the wobble!

This makes you a potential champion gamer as you'll never crash a ship or sink a chip because of a loose connection.

However having only 16k of RAM does have its drawbacks so you should try to avoid any overloads and only read Computer Gamer.

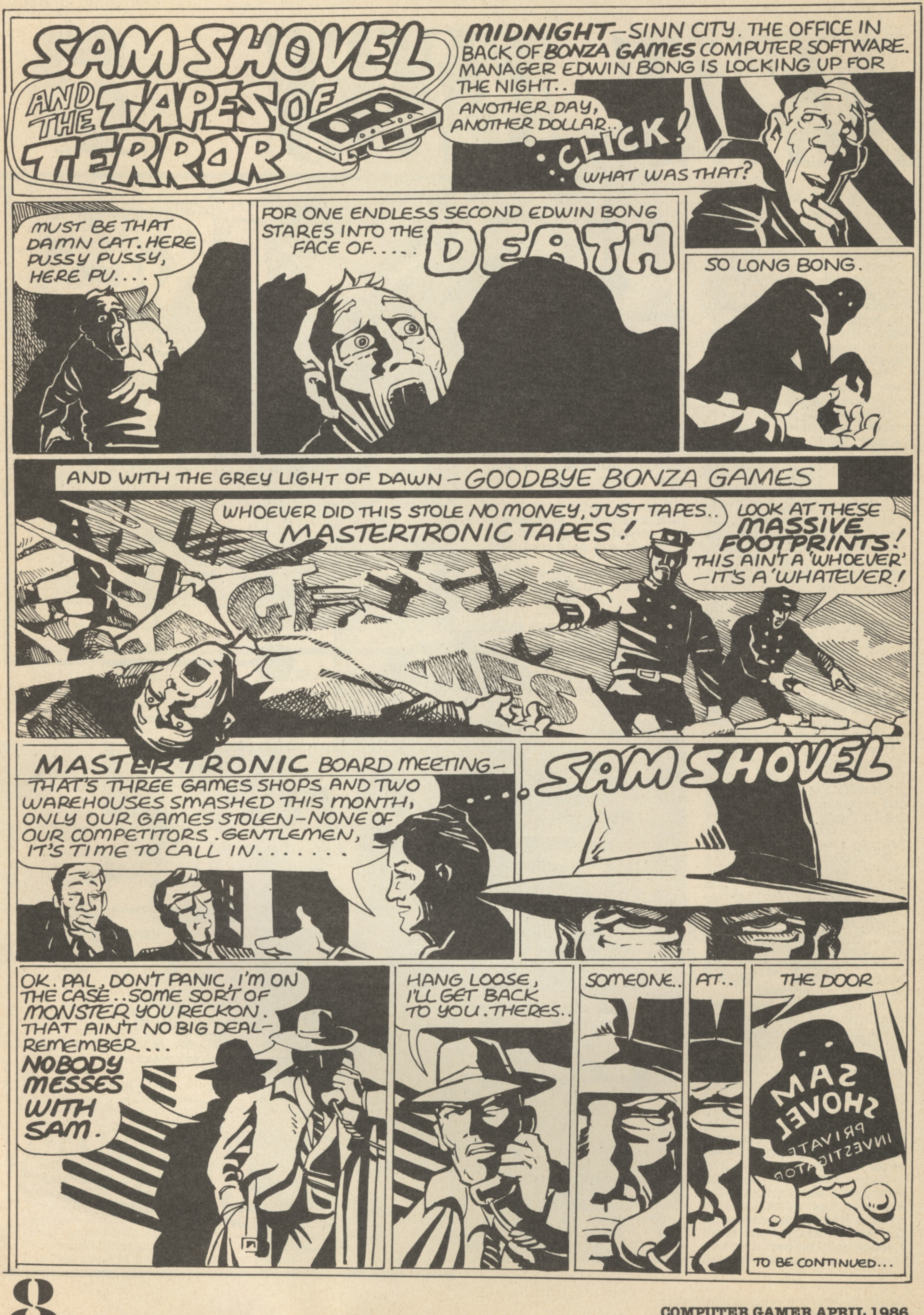
Next month — Taurus the Bull (and your full Gamer horoscopes).



John Pacheao won an incredible compact disc system.

Gamer's Editor invited to appear on Saturday Superstore.

BBC1 Saturday SUPERSTORE


SAM SHOVEL AND THE TAPES OF TERROR
MIDNIGHT—SINN CITY. THE OFFICE IN BACK OF BONZA GAMES COMPUTER SOFTWARE. MANAGER EDWIN BONG IS LOCKING UP FOR THE NIGHT..
ANOTHER DAY, ANOTHER DOLLAR..
CLICK!
WHAT WAS THAT?
MUST BE THAT DAMN CAT. HERE PUSSY PUSSY, HERE PU....
FOR ONE ENDLESS SECOND EDWIN BONG STARES INTO THE FACE OF..... DEATH
SO LONG BONG.
AND WITH THE GREY LIGHT OF DAWN—GOODBYE BONZA GAMES
WHOEVER DID THIS STOLE NO MONEY, JUST TAPES.. MASTERTRONIC TAPES!
LOOK AT THESE MASSIVE FOOTPRINTS! THIS AINT A 'WHOEVER' —IT'S A 'WHATEVER'!
MASTERTRONIC BOARD MEETING—
THAT'S THREE GAMES SHOPS AND TWO WAREHOUSES SMASHED THIS MONTH, ONLY OUR GAMES STOLEN—NONE OF OUR COMPETITORS. GENTLEMEN, IT'S TIME TO CALL IN.......
....SAM SHOVEL
OK.. PAL, DON'T PANIC, I'M ON THE CASE.. SOME SORT OF MONSTER YOU RECKON. THAT AIN'T NO BIG DEAL— REMEMBER... NOBODY MESSES WITH SAM.
HANG LOOSE, I'LL GET BACK TO YOU. THERES..
SOMEONE..
AT..
THE DOOR
SAM SHOVEL PRIVATE INVESTIGATOR
TO BE CONTINUED...

EAST
OR WEST

SAI COMBAT

Set against a series of subtle backgrounds, Sai Combat has 8 skill levels and can be played by one or two players, with a choice of 16 moves. The combatant sprites are large and easy to control via keyboard or joystick.

Spectrum 48K £6.95

Spitfire 40

A Crash! Smash

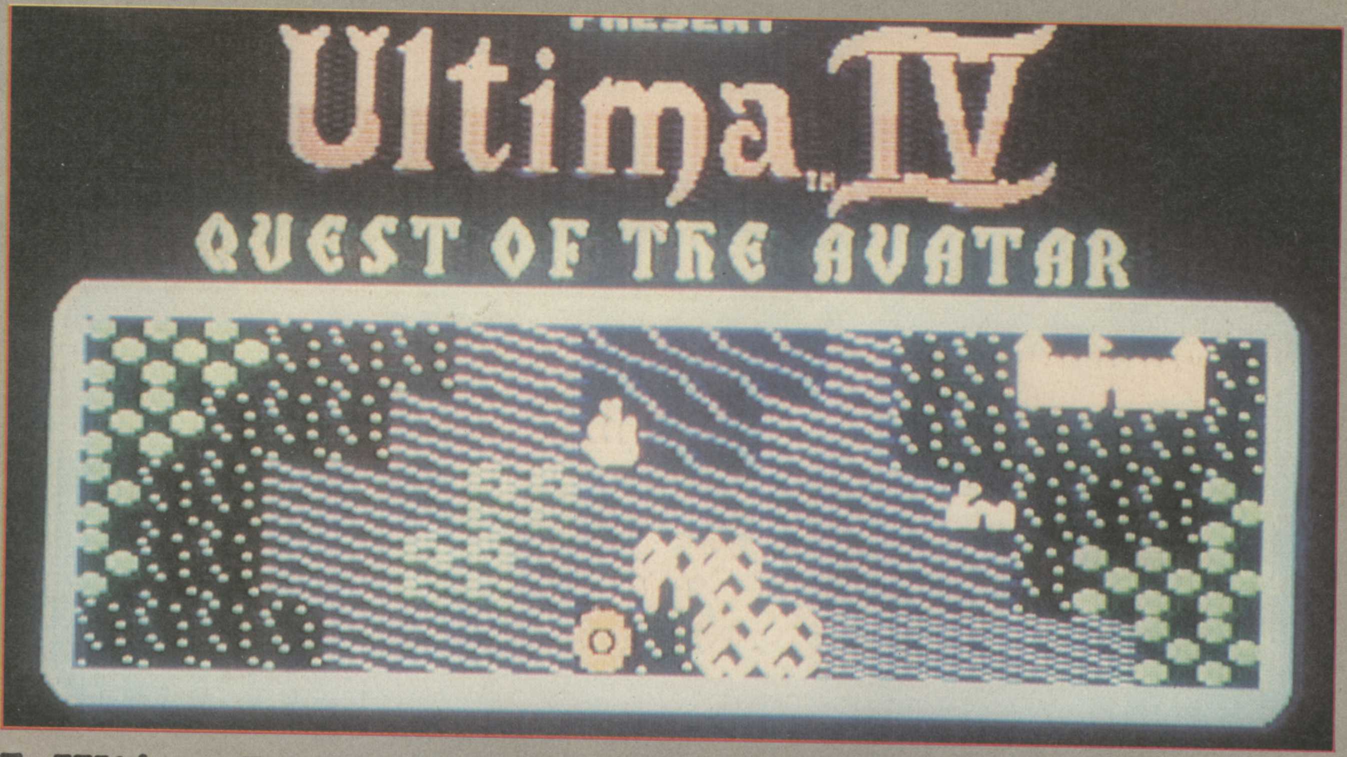
Rev up your engine and take to the skies to save your country. Hunt down the enemy and build up your log of kills as you rise through the ranks to the elite of the RAF.

Spectrum 48K £9.95
Amstrad CPC £9.95
Commodore 64 £9.95 tape, £12.95 disk

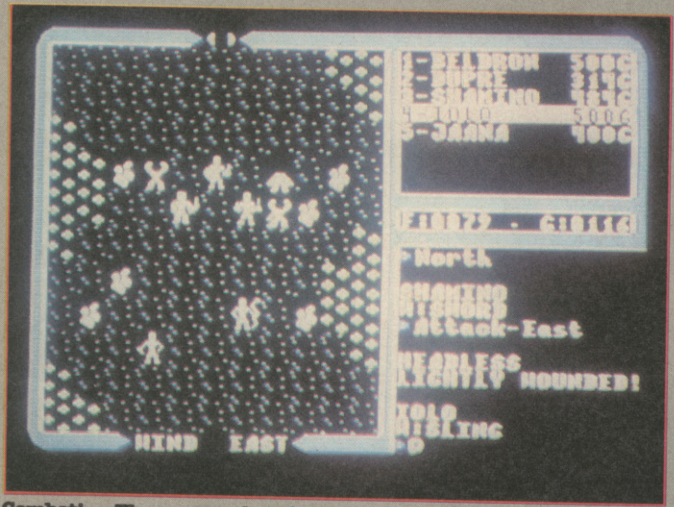
PLUS

New expanded 128K Spectrum version with a full mission mode, improved sound, and more ground detail. Still only £9.95!

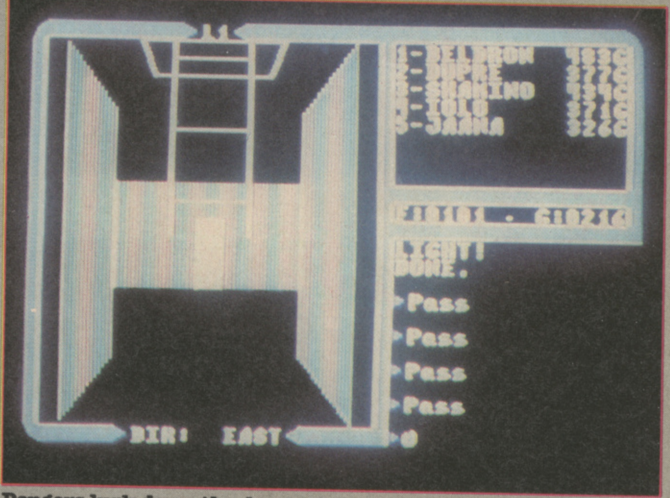
Purnell Book Centre, Paulton, Bristol BS18 5LQ



Is Ultima IV the ultimate role-playing computer game? Gordon Hamlett goes in search of the unknown.



Combat! — The enemy close in.



Dangers lurk down the dungeons.

Title:	Ultima IV—The Quest of the Avatar
By:	US Gold
For:	C64

Such were the forces and energies released when Exodus was finally destroyed, that mountains rose and lands sank. The resulting world became known as Britannia and was ruled by Lord English. Now intent on improving the quality of his subjects' lives, he is looking for someone to complete the Quest for the Avatar and so take his country from its previous three dark ages into an Age of Light.

The destruction of the three dark ages were detailed in the games Ultima I, II and III of which only Exodus, Ultima III was released in this country. Now comes Ultima IV. It is sixteen times larger than its predecessor and contains some superb new features as well as enhanced combat and magic systems.

The game comes on two double sided disks together with a number of playing aids. These are a quick reference card, a 32-page history of Britannia, detailing its inhabitants, geography and monsters etc, a map of Britannia, a 64-page book of Mystic Wisdom which gives notes on the manufacture and use of magic spells and finally, a metal ankh which is an important symbol within the game.

It is worth while studying these aids in detail before you load the game in and I would advise making a few notes. To start with, the map is written in runes and needs translating. There are rumours of several uncharted isles, full of evil which do not appear on the map. I also wrote out a list of spells together with their ingredients as I found that it was easier to refer to this rather than the book.

Getting started

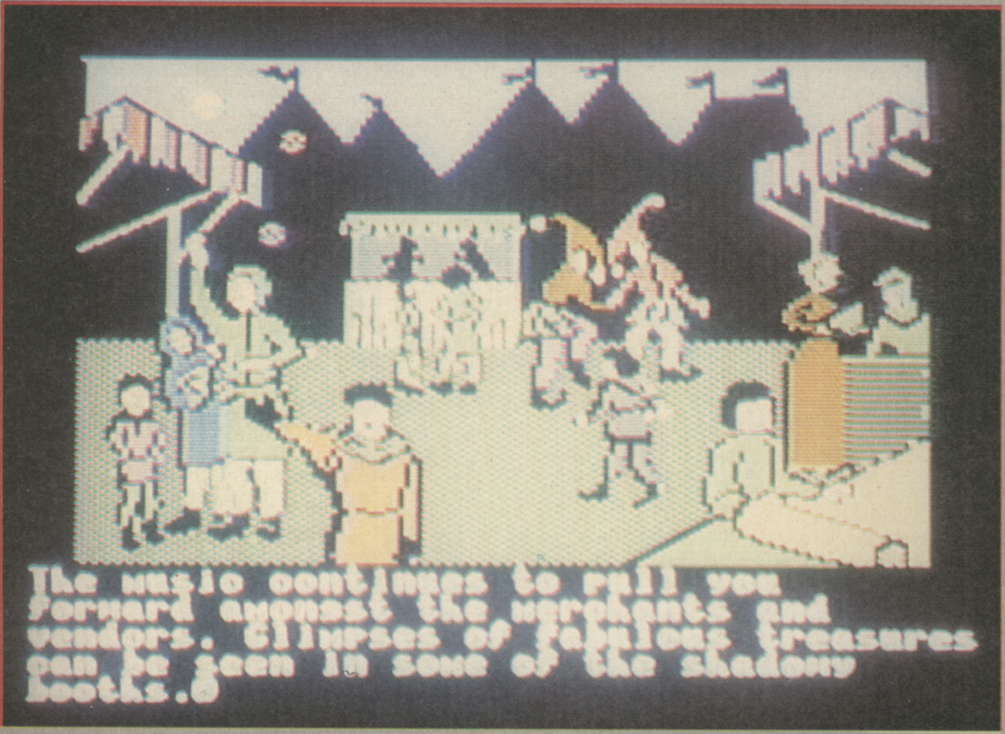
You are out for a country walk one day when you hear a strange noise and see a weird light. After the light goes, you go over to investigate and find an ankh and two books in a stone circle. Picking them up, you hear music and get drawn towards it. Over the hill, there is a renaissance fair that you are certain wasn't there before. The music draws you beyond the fair to an old gypsy caravan which you enter. All these scenes are illustrated in large colourful pictures together with detailed descriptions of the events.

Inside the caravan is an old gypsy woman and a device that looks like an empty abacus. The woman shows you two tarot cards and asks you a question based on their symbolic meaning, which tests your attitude towards, say, valour and duty. For example, you may be told that you are guarding your Lord's tent in battle. The battle is going badly. Do you go and help your friends in battle or do you stay and carry out your orders? When you pick your answer, two marks appear on the top bar of the "abacus". This continues another six times until your character is fully assessed. Depending on the answers you give, so you become a member of one of the eight types of professions. It is important to answer the questions honestly and not try to outwit the computer. This is because your character is monitored throughout the game and if you deviate too much, companions that you persuaded to join you may decide that you are not going to attain your quest and leave you.

Character types

There are eight types of profession — fighters, rangers, paladins, mages, druids, bards, tinkers and shepherds. All have differing skills be it in combat, magical ability or woodlore etc. Each profession is based in one of the eight cities spread throughout the land. As your party consists of up to eight characters, it is not unreasonable to assume that you will need to persuade one of each of the other seven professions to join you if you are to succeed in your quest.

Your quest itself is more difficult to define. Avatar means re-incarnation or the supreme fulfilment of a principle. You are seeking to become enlightened in the eight virtues that you were questioned on by the gypsy. These include valour, spiritualism, truth, compassion and justice. If all this sounds deliberately vague and philosophical, then don't worry — there is an awful lot of destroying evil, battling monsters, exploring dungeons and haunted islands to be done as you pursue your goal following clues and searching for information.



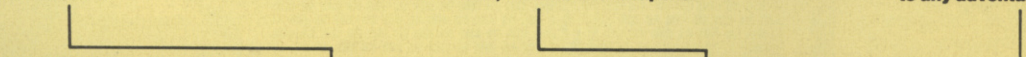
```
The music continues to pull you
forward amongst the merchants and
vendors. Glimpses of fabulous treasures
can be seen in some of the shadowy
booths.
```

A trip to the fair leads to adventure!

The two moons, Trammel and Felucca, control the moongates.

The status window shows your characters state of health, abilities and weapons.

Food and gold — essential to any adventurer.



```
PLR-2
DUPRE
&    PALADIN     C
 MP:25    LV:4
STR:20    HP:0377
DEX:21    HM:0400
INT:25    EX:0777
W:SLING
A:CHAIN MAIL
F:0112 . G:021[illegible]
JAANA
W:SLING
>Attack-East

ORC
KILLED!
EXP.+6

VICTORY!

>Ztats for-1

WIND EAST
```

The map of the surrounding wilderness. The party is close to a town.

The wind direction for sailing.

Command box — adventure style commands are entered by single key presses.

The Land of Britannia

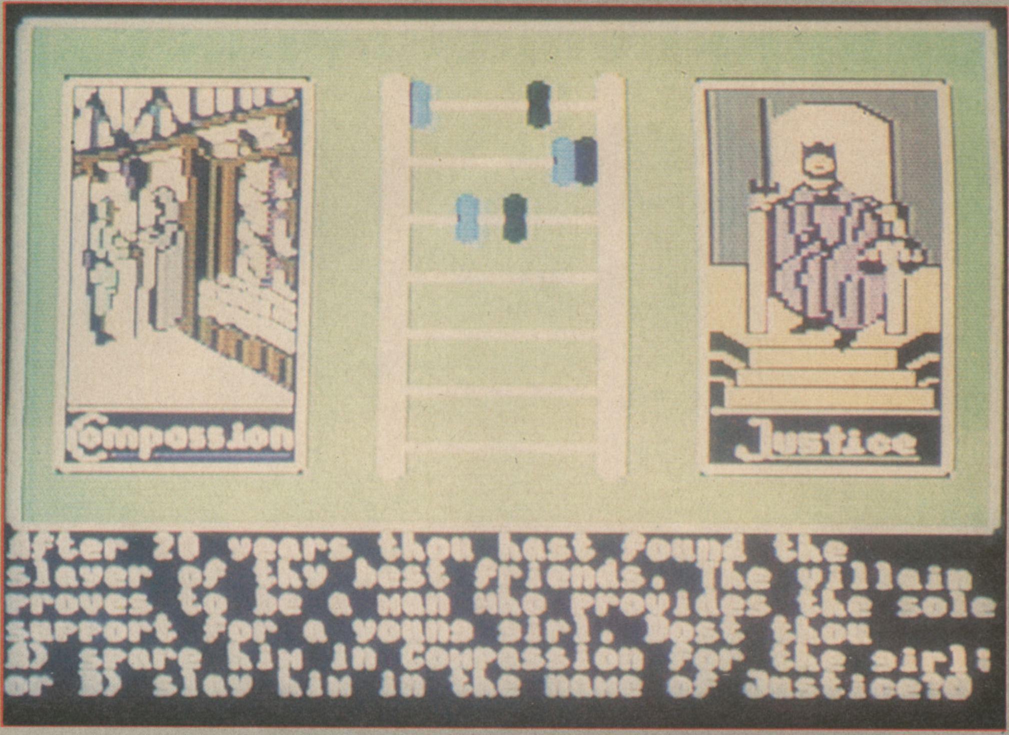
The first thing you notice as you explore the lands of Britannia is that it is very large. You start off next to a town and it is advisable to stay close as you find your bearings. There are six different terrain types to be negotiated ranging from grass, which allows easiest travel, through to mountains which are totally impassable. Marshes are places to be wary of as they give off poisonous gases. The rougher terrain types also slow you down which could be important if you are being pursued by hostile trolls. You can get horses and there is rumoured to be a balloon or similar somewhere in existence. You will also need to learn the art of sailing. Pirates are plentiful and you will need a ship if you are to reach some of the outlying islands. Other means of transport include certain magic spells and the moon gates. These are governed by the two moons Trammel and Felucca, the former controlling the appearance of the gate and the latter the destination. At all times the display map shows terrain that is in direct line of sight. In other words, you cannot see through walls or mountains.

As well as moving across the ground, you will also have to visit the bowels of the earth. Subterranean dungeons and shrines lie in remote places. You need certain items before you are allowed to enter a shrine. All that is required before you go into a dungeon is a source of light and a strong heart. From personal experience, they are vicious. Even their names strike terror into the soul — Despise, Destard and Shame. Inside lurks every conceivable sort of monster. The corridors are full of rats, spiders, insects, slime and something called a mimic which likes to sit around dungeons disguised as treasure chests! The rooms are even worse! The first one I entered — a large chamber with a pool — contained four cyclops, three pythons, a giant squid and a sea serpent. And what for? A total of 108 gold pieces in three chests, two of which were trapped.

There are many monsters above ground too. Orcs, rogues, and skeletons abound. There are evil wizards, trolls, ettins, flying dragons, ghosts and a whole variety of sea monsters.

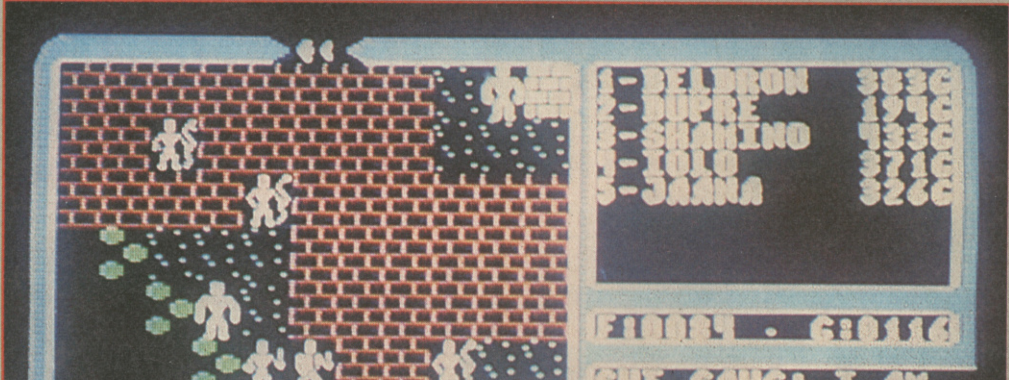
Not all creatures are hostile though. The civilised world lives in towns, castles, abbeys and the like. Inside the towns are various shops, guilds and inns where you can buy weapons, provisions, services and information etc. There are also the town's many inhabitants. You should talk to them all for they will give you many clues as to the nature of your quests and how to achieve them. When you talk to someone, you get a brief description of the character and a prompt asks you what you want to know. You can ask the character his name, job or state of health. What further information you get depends on the answers given. For example, in the town of Jhelom I met a grave fighter called Gravnor. Enquiring about his job got the response "I search the dungeons". The key word "dungeon" gives "I seek the red stone". Asking him about the red stone, I discovered that it was found on an altar in Dungeon Destard.

Sometimes the characters ask you a yes/no question about how your quest is going or whether you know a certain bit of information. Again you must answer honestly as lies are noted. Often



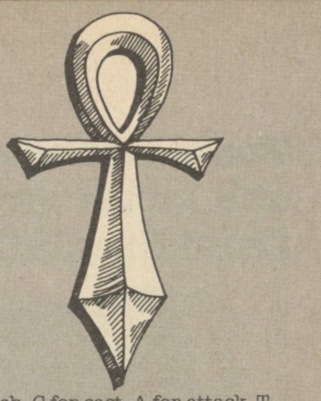
```
After 20 years thou hast found the
slayer of thy best friends. The villain
proves to be a man who provides the sole
support for a young girl. Dost thou
A) spare him in Compassion for the girl;
or B) slay him in the name of Justice?
```

The cards hide your destiny.



```
1-BELDRON    383G
2-DUPRE      199G
3-SHAMINO    433G
4-IOLO       371G
5-JAANA      326G

F:0084 . G:0116

SHE SAYS: I AM
A RANGER

Your interest:
?JOB

SHE SAYS:
I SEARCH FOR
A HOME.

Your interest:
```

Talking to the townsfolk can yield vital information.



you get referred to another character or place. For example, a druid in Yew tells you to ask Talford about the whereabouts of the rune of justice. At any stage in a conversation you can ask a character to join you. Most of them will decline your offer but certain people will accept and offer their services so long as you remain true to your ideals.

A useful tip is to go and see the seer Hawkwind in Lord British's castle frequently as he can tell you how you are progressing in the various virtues. The last time I saw him, I was informed that I needed to be a lot more compassionate and consider giving lots of my life blood to the healers. You will need to make copious notes of everything as you go along. By the time I had passed 10,000 moves and done nothing more than visit the eight cities, I had filled a dozen sheets of foolscap with notes and information gleaned from the various inhabitants.

Combat

As soon as you are out of the safety of the towns, you are considered fair game by any passing band of orcs etc and you will soon find yourself preparing for battle. You will, of course, have taken the trouble to buy both suitable weapons and armour for your companions. Different professions have different needs. Druids for example shun metal and so wear leather armour. They are dab hands with a mace, though, and can use bows effectively. There are magical weapons and armour to be bought but only a select few can use them. They are also costly — 2,500 gold pieces for a magic sword.

When you attack or are attacked by someone, the map shifts to a detailed display of your immediate surroundings showing the positions of each individual member of your party as well as those of your foes. Your characters are controlled independently and you can move them and attack as you see fit. The different combat screens have different terrains within them and you must learn how best to make the most of the conditions. Solid rock at your back gives a considerable feeling of safety. Again, you must decide how best to organise your party. This normally means that those with distance weapons — bows, slings and offensive spells — stay at the back of things whilst the fighters go in for close range stuff.

The enemy fights intelligently. If he is doing badly in battle, he will run away (you can also do this and it is important to note that this is not taken as a sign of cowardice). They will try to manoeuvre you into the best tactical positions where they can gang up on one of your men or hurl their boulders or cast their spells at you. As your party gets stronger and more experienced so the size and strength of the enemy increases. Whilst you are on your own, you may only meet a couple of orcs, or rogues or the occasional troll. With four in my party, a typical group of attackers would be six orcs, a couple of trolls and a two-headed ettin. Groups of lesser monsters tend to be controlled by a more vicious or intelligent creature such as an evil wizard.

When you kill a monster, you receive a certain number of experience points, eg 4 for a python, 6 for an orc, 8 for an ettin and so on. If over the course of your adventures, members of your party gain 100+ experience points, they can go and see Lord British who will promote them to the next higher level. This gives you more hit points and greater magical skills. Of course, you can get wounded in battle, each hit sustained depleting your hit points. If the hit points reach zero, a character dies but can be resurrected by spell or healer. If your entire party dies, you get returned to Lord British's castle and your party reverts to its starting levels and loses most of its equipment. A night in an inn or camping in the wilderness does wonders for your health.

If you kill all the enemy or they run away, they leave a chest behind containing treasure, usually in the form of gold pieces. These chests are frequently trapped with poison, sleep spells, acid, explosives etc and should be opened by the most dextrous member of the party. Alternatively, you can use a spell to open a chest but this will use up some of your precious reagents and may not be worth it if you only find a few gold pieces at the end.

Magic

All the professions with the exception of fighters and shepherds possess some magical ability. How much depends on a character's intelligence and his profession. Wizards, as might be expected, have the greatest potential while a ranger only has half that potential. There are twenty-six spells to be mastered, but before you can cast any of them, you must have the appropriate reagents and mix them in the correct quantities.

There are six basic reagents, spider silk, ginseng, garlic, sulphurous ash, blood moss and black pearl and these can be readily obtained from any good herb shop. The other two, mandrake and nightshade, are not so easily come by and you must ask discreet questions if you are to find them.

The book of mystic wisdom details the ingredients of most of the spells and gives clues as to the proportions needed. Other clues can be gleaned from talking to sages. When you want to mix the reagents, you are prompted to add of the various ingredients. You are then informed of your success or failure. Watch when you juggle the proportions, it is easy to add too much and you are just wasting your money.

The spells are a varied lot ranging from healing and opening chests through to earthquakes and resurrections. You can fire magic missiles and fireballs and negate the opponents' magic. Some spells are used for travelling or changing levels in a dungeon others give you protection or added dexterity allowing you to strike two blows to the opponents' one. The enemy also use magic and enjoy creating fields of poison, sleep gas, flame and lightning. These cause all sorts of damage to anyone foolish enough to try and cross them. Naturally, your quest guarantees that you will have to cross them at some stage . . .

Controlling the game

Most of the game is controlled through a single keystroke entry system. Four keys are used to move you and the alphabetic keys allow you to perform various actions. These are carefully designed to make them easy to remember, O for open, S for search, C for cast, A for attack, T for talk etc. Some commands prompt you further. If you attack someone, the computer wants to know which direction you wish to attack. The only direct input required is when you are talking to someone and that is usually only one word.

The display is in four main sections. The main area is the map of your current area. At the top of the map is the position of the two moons, and at the bottom, the wind direction. Top right displays details of your party — usually their names and state of health but also their statistics and inventories when requested. Below that is a small panel showing the amount of food and gold you have and whether any long lasting spells are active. The bottom right of the screen is for command entry and it also displays the results of your actions.

Conclusions

At the time of writing, I have entered one of the eight dungeons (albeit briefly), found three companions plus two more who will join me when I am more experienced and just had my first meditation session at one of the hidden shrines (you need a rune to enter and know what the special mantra is). I have a slightly better idea of my quest than I did at the start. I have yet to find a ship. I need to find a thieves guild, two rare spell components and the rest of my fellow adventurers. Just reading the rules book again, the amount of stuff I have not met is phenomenal and my wife is complaining about the number of times I have been up to 2am playing it.

Quite simply, Ultima IV is the best role playing game I have seen for any computer. In terms of sheer size and playability, it is tremendous value for money. If you have a disk drive, go and buy a copy immediately. If you don't have a disk drive, go and sell something else and buy one. Then buy a copy of this amazing game.

Ultima IV is available on C64 disk from US Gold and will cost £19.95

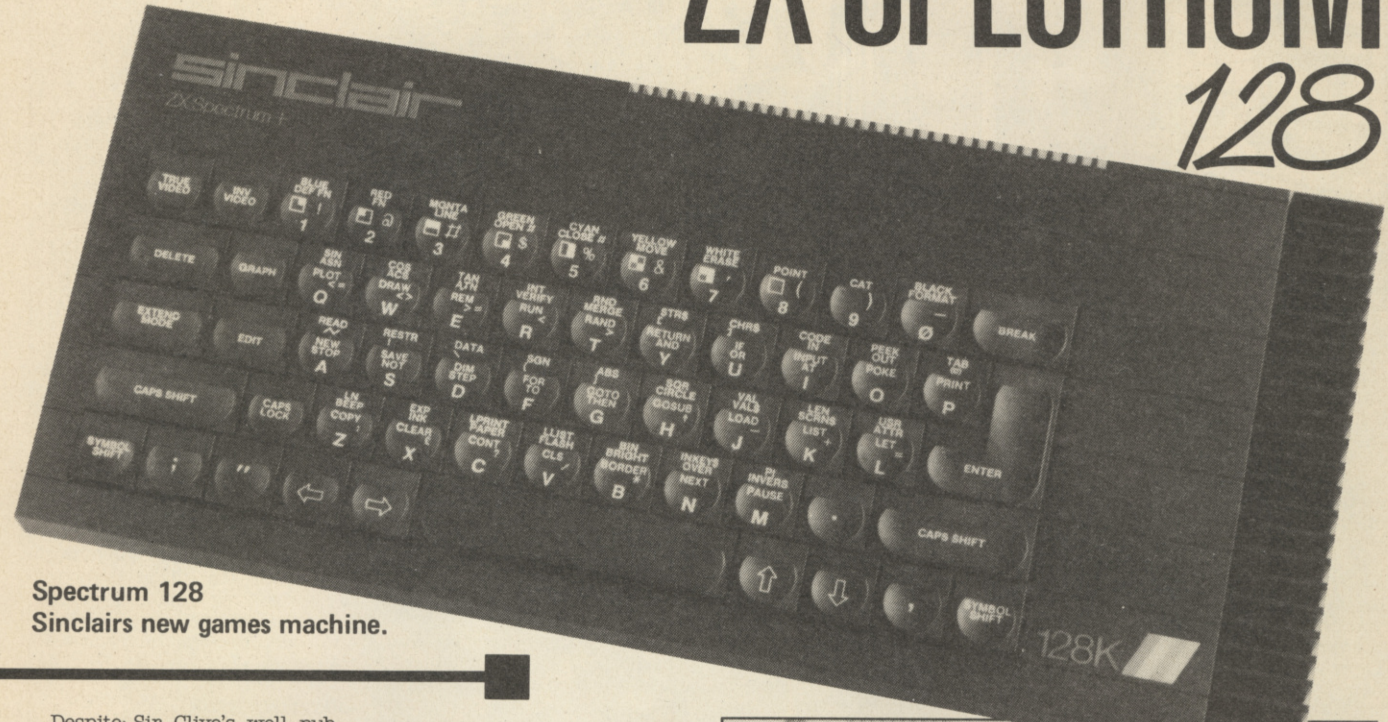
PLANET RATINGS

Originality	●●●●●
Graphics	●●●●
Use of machine	●●●●●
Value for money	●●●●●

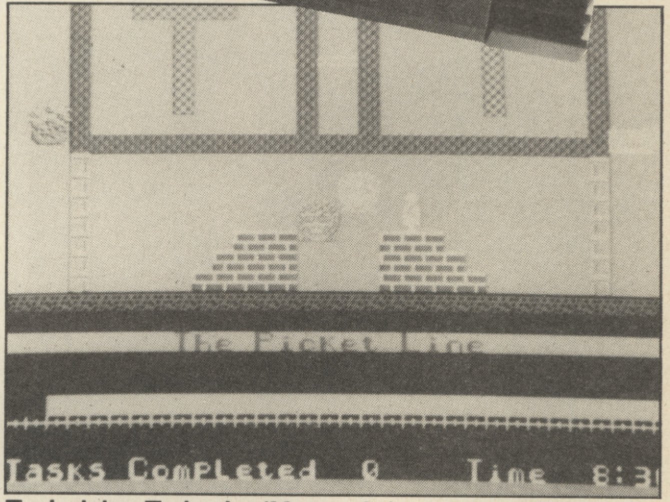
STAR RATING ☼
Supernova

Tony Hetherington reviews the latest games machine from Sinclair.

ZX SPECTRUM 128



Spectrum 128
Sinclairs new games machine.



Technician Ted - the 'Mega-mix'

Despite Sir Clive's well published financial problems and his disastrous flirtation with the C5, a new Sinclair computer is still big news.

Although Clive still has an incredible drawing power Sinclair Research had a problem. How do you follow a best selling machine like the Spectrum? Their answer is the ZX Spectrum 128.

The Machine

The 128 is in fact two computers in the one case. Sinclair has avoided losing the Spectrum's incredible software base by including a Spectrum + in his new computer.

Consequently the 128 has the usual Spectrum + cassette, TV and edge connector but also includes an RGB monitor interface, RS232 socket and an interface for an optional keypad.

Inside the machine are the 128's two main changes, 128K of RAM and a General Instruments AY-3-8912 sound chip which can produce some impressive sound effects that will rival those of the C64.

The extra memory is organised as a RAM disk and allows you to load and save programs, screens and data as you can already on tape or microdrive but almost instantly. Naturally this is lost if the 128 is switched off or swapped to any of its other modes.

When you turn on the 128 you are presented with a menu of options offering you such delights as 128 Basic, 48K Basic (also used to load 48K programs), a calculator mode, a tape level tester and a tape loader which has the same effect as typing load " " in 128 Basic.

The manuals that are supplied with the 128 are disappointing as all you get is a 14 page booklet and a Spectrum + programming guide. The booklet briefly describes the minor changes that 128 Basic offers (renumber function and Play command to produce music) and contains a setting up section that describes how you can attach your new 128 to a monitor and printer but you'll have to get the leads from Sinclair Research. In the case of the monitor lead, Sinclair provide you with the pin configuration and suggests that your local dealer can provide you with the other end of the monitor lead!

As far as a printer is concerned you can use only the RS232 interface in 128 mode leaving the commercial centronics interfaces that use the edge connector out in the '48K' cold.

Finally there is still no on/off switch or a joystick port. According to Sinclair the joystick port was omitted as there were already several 'standards' in use, such as Kempston and Sinclair which all still work on the 128.

Finally the 128 features a better graphic display that removes the irritating 'dot crawl' and the fact that the sound now goes through the TV even improves the 48K's beeps.

The Games

The 128 can run its own software specially written to take advantage of the extra memory and sound chip as well as a whole range of existing 48K software.

To get you started the 128's pack contains two Ocean games: the fantasy graphic adventure The Neverending Story, previously only available for the C64, and an expanded version of Daley Thompson's Supertest which features 12 events.

Now the full line up consists of 100m, 110m hurdles, rowing, diving, ski jump, pistol shoot, javelin, cycling, penalties, tug-of-war, triple jump and giant slalom.

The reaction of the other software houses is varied but is crucial to the success of the machine.

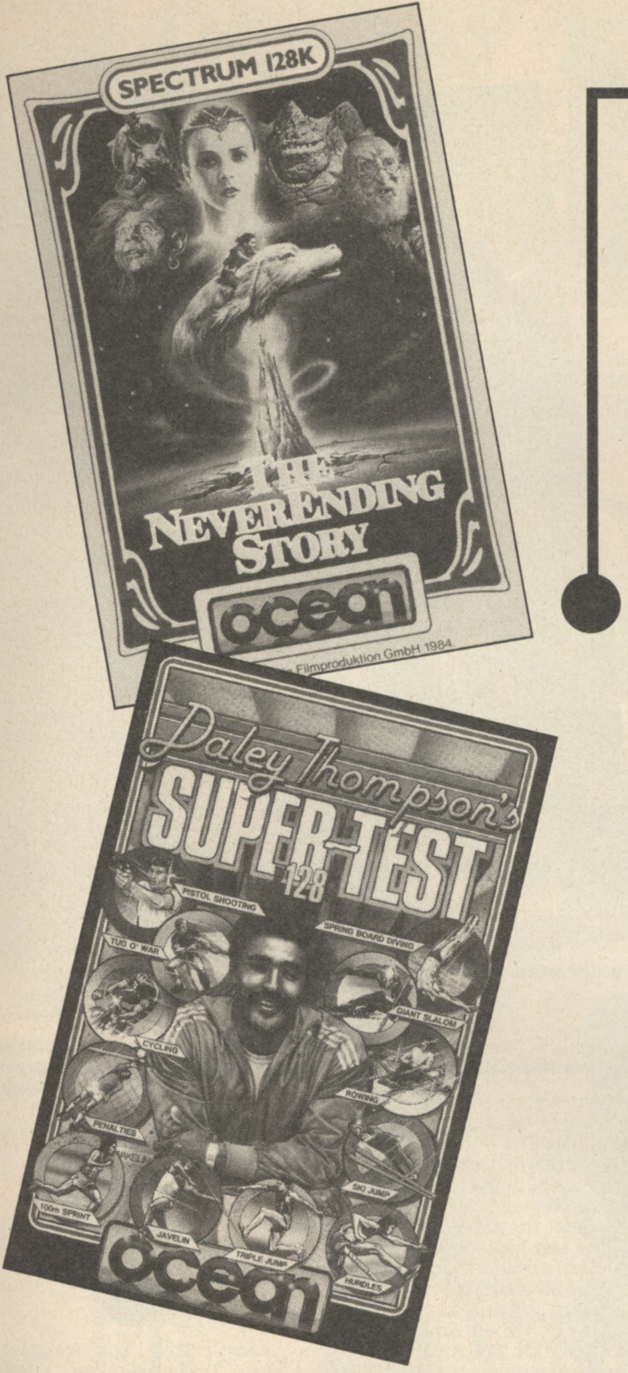
The treatment of 128 programs also differs considerably from companies who will entirely rewrite and expand programs to those who will only add the odd sound effect. Some only hope to show that their existing programs will run, unchanged, on the 128.

Knight Tyme, the sequel to the excellent Spellbound, was written as a 128k game with a cutdown version also being produced for the 48k Spectrums. More on Knight Tyme elsewhere in this issue.

Hewson Consultants have launched the Technician Ted Mega-mix which is an expanded version of their existing game. The Mega-mix version is about twice the size of the original for the same price. I have a feeling that 'mega-mix' is a term that we will see attached to most 128 games in the near future.

The excellent Sweevo World has also been expanded to form the cleverly named **Sweevo Whirled** whereas the 128 version of the Rocky Horror Show features only enhanced sound taken from the C64 version.

Better graphics are the main



Neverending Story and Daley's Supertest are bundled in with the 128.

differences to Ocean's **International Matchday**, Domark's **Gladiator** which now features two sets of player graphics and ten more background screen and US Gold's Winter Games.

A full list of 128 games announced at the 128 launch is included at the end of this article. However, only time will tell whether this support from the software houses will continue. A few will continue producing a series of 128 games but the majority will wait and see whether the machines sales justify the time to add in the extra features to the 48k game.

Conclusions

The ZX Spectrum 128 is an attempt by Sinclair to update the Spectrum range without losing the existing software base.

Although it does offer additional features such as better memory, sound and picture quality, it remains uncertain whether it will receive the support from the software houses it needs to survive.

On the good side there won't be the delays that were a feature of the Spectrum and ZX81 before it as it's available in the shops now.

At £179.99 I feel it is over priced and is in direct competition with the C64, Atari 130XE and even the Sinclair QL.

The 128 does offer existing 48k owners some added luxuries and indeed since I've had it on trial I've tended to use it instead of my 48k Spectrum.

Finally a bit of crystal ball gazing. I think that the 128 will drop in price in the autumn (by as much as £50) until it finally replaces the 48k models in time for next Christmas.

Spectrum 128K Games

Adventures

Bored of the Rings	Silversoft
Psychedelic Warp	Silversoft
Secret of St. Brides	St. Brides
Robin of Sherwood	Silversoft
Adrian Mole	Mosaic
Neverending Story	Ocean
Red Moon	Level 9
Return to Eden	Level 9
Lord of the Rings	Melbourne House

Arcade/Adventures

Spellbound	Mastertronic
Knight Tyme	Mastertronic
Nodes of Yessod	Odin
Fairlight	The Edge
Fairlight 2	The Edge
A View to a Kill	Domark
Marsport	Gargoyle Games
Fornax	Gargoyle Games
Robin of the Wood	Odin
Arc of Yesod	Thor
3 Weeks in Paradise	Mikro-gen
Astroclone	Hewson
Enigma Force	Beyond
Sweevos Whirled	Gargoyle Games
Frankie Goes to Hollywood	Ocean

Arcade Games

Spitfire 40	Mirrorsoft
Goonies	US Gold
Elite	Firebird
Rasputin	Firebird
Dynamite Dan	Mirrorsoft
Booty	Firebird
Impossible Mission	US Gold
Gyroscope	Melbourne House
Tau Ceti	CRL
BC's Quest for Tires	Software Projects
I.C.U.P.S.	Thor
Dr Blitzen	Mirrorsoft
Soul of a Robot	Mastertronic
Lode Runner	Software Projects
Jet Set Willy II	Software Projects
Nexus	Nexus
Technician Ted	Hewson
Riddlers Den	Electronic Dreams
Rescue on Fractulus	Activision
I, of the Mask	Electric Dreams
Transformers	Ocean
Rambo	Ocean

Strategy Games

Casino Royale	OCP
Hacker	Activision
Desert Rats	CCS
Confrontation	Lothlorien
Waterloo	Lothlorien

Sports Games

Barry McGuigan's Boxing	Activision
Winter Games	US Gold
Gladiator	Domark
Video Pool	OCP
Rock 'n Wrestle	Melbourne House
Yie Ar Kung Fu	Imagine
Ball Blazer	Activision
Winter Sports	Activision
International Match Day	Ocean
Graham Gooch's Test Cricket	Audiogenic
Daley Thompson's Supertest	Ocean

Laser Basic

Laser Basic
The secret of advanced games programming
ocean
INTERACTIVE
iq
SOFTWARE

Light Amplification by Stimulated Emission of Radiation or a decent way to write your own games at last? Mike Roberts take a look at Laser Basic from Oasis.

Extended Basics have been with us since the Piacs Programmers' Toolkit of 1979 for the Commodore PET. This 2k ROM contained about a dozen extended commands of the renumber/auto utility style. The price — about £100.

Things have got a bit better since then, all the usual utility comands are now included in standard Basic. Structures and features that were only found on main-frame Basics are now common place. The old 2, 4, 8, 10 and (if you were really rich) 12k Basics have now been replaced by mammoth 32k lumps of code.

So what use is there for an extended Basic in this day and age?

A couple of years ago, program generators and games creators were the rage. Originally promising the user that he would be able to create games up to commercial standard, usually with a note at the end of the manual inviting submissions for publication to endorse this impression. As a rule though, this was not the case. Most of these systems merely presented the user with a handful of 'standard' games — defender-ish, platform-ish, invader-ish type games, Where he could only redefine the sprites and have a limited control over the sprite tracks (the path that the sprite follows) — fairly disappointing after all the build up that most of these systems were given.

Just over a year or so ago, games writing took a jump forward with the White Lightning series from Oasis. This provided a FORTH or Basic environment for games programming. Because this was more of a programming system, rather than an attempt to provide a 'user friendly' front end system for people who probably wouldn't put any effort into programming anyway. Even though, this solution to the proverbial, 'I havn't got a clue about real programming, but I've got this great idea for a game' question was a bit limited due to the programming systems involved.

Laser Basic however, solves these problems in two stages, Firstly, there is the Laser Basic package itself, This comprises over 200 commands to extend the command range of your computer, These mainly involve the use of 'sprites' or moving graphics, functions for making them move, produce sounds, collisions, and synchronising the whole thing.

This can produce a passable game within the basic framework. The system also makes provision for machine code links and interrupts, This is a most important facility as most programmers will tell you — almost all action games run exclusively on interrupts to get the timing right.

Armed with the equivalent of several years accumulated experience in animated graphics techniques, and after reading through the vast 130-230 page manual seventeen times. You can get down to turning your ideas into moving blobs. Included in the package is a sound editor and a sprite editor. With these you should be able to produce all the shapes you want and the blood-curdling screams that you can handle.

Documentation is thorough, as previously mentioned it runs to some hundreds of pages. Depending on the version of the software (Amstrad, Commodore, or Spectrum) you have a number of different facilities and methods of doing things. Sprites, graphics, and sound are all handled in different ways to make the best use of the particular hardware configuration.

The multitasking aspect, for instance is handled in different ways on the Amstrad and Commodore. The Amstrad Laser Basic expands on the existing interrupt system and adds a sort of fast macro system that can be executed in a more dependable time interval, Whilst the Commodore version can split the program into three parts and uses a time slicing program switching system to keep the appearance of many things happening at the same time.

The second part of the Laser Basic system is the Laser Compiler, this can compile all Laser Basic and normal Basic programs into a ready to run machine code program. There is also no restriction on commercially publishing programs written under this technique, and unlike most other games production systems, this is flexible enought to produce game of commercial quality — something sorely lacking in previous systems I remember one software house running a competition to write a game with it, the prize being the program being published by them? Apparently they received nothing even approaching decent standard, thus it was quietly forgotten. The demo programs, especially, show what can be produced with this system — though they were written by professional programmers.

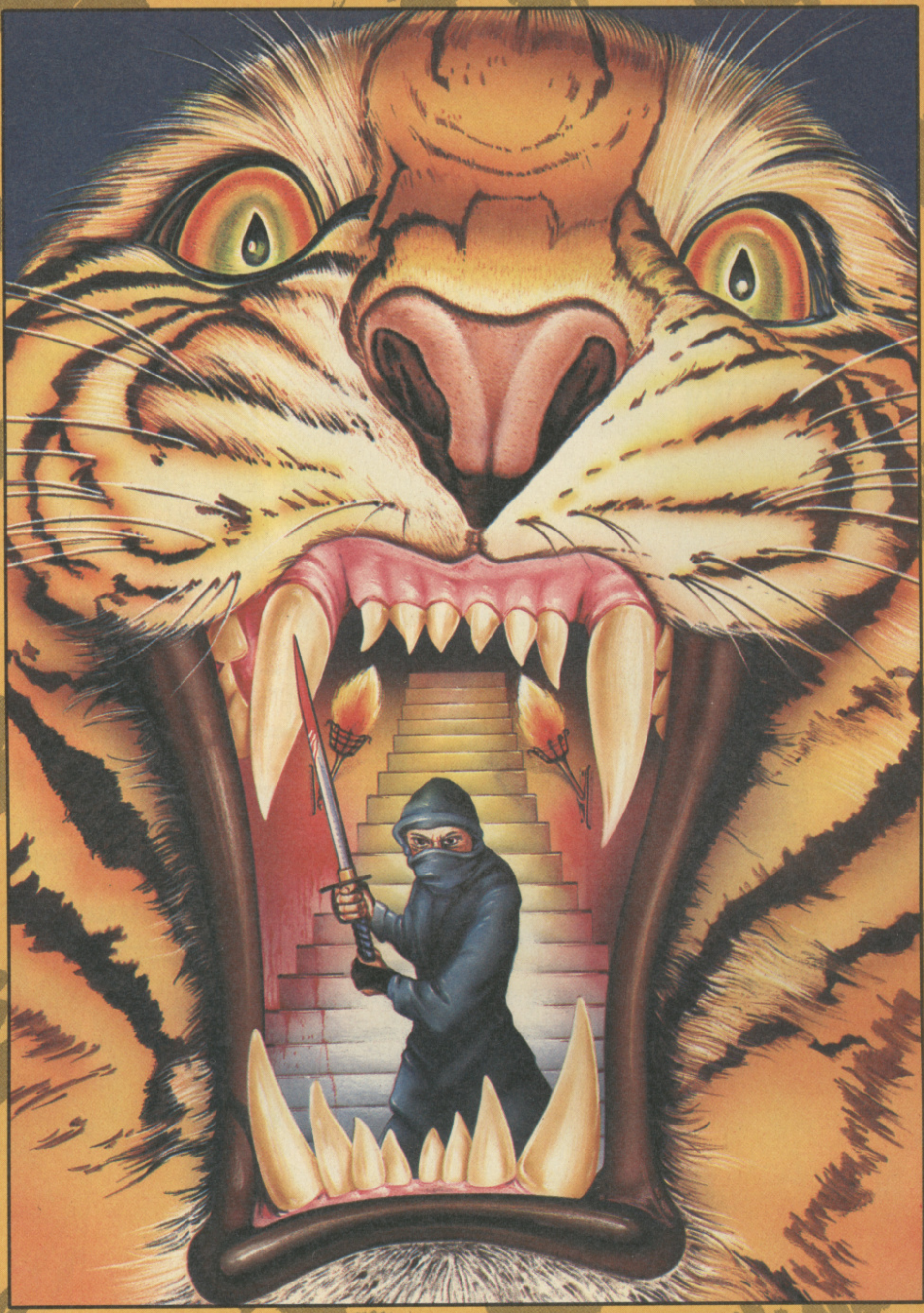
This is where the problem lies, Laser Basic is comprehensive to the nth degree, however, this makes it almost impossible complex, and learning all those commands and options — and to use them properly — is going to take a better man than I.

I come away from the system thinking that it is probably going to be easier in some ways to learn machine code, and go about doing the job properly. though game development is going to be a bit faster using this system.

The machine code programmer can also benefit, by using the system as a kernal for a true machine code game.

Well done Oasis — but I can't think who could use this properly . . .

THE WAY OF THE TIGER



Enter the world of Avenger, a Ninja warrior of unparalleled skills and deadly powers, as he battles the forces of evil in defence of his faith and protection of the weak.

Be calm and stay silent as the outstanding animation and unrivalled combat routines take you to levels of action you'd never have thought possible.

Experience the stunning effects of triple scrolling action as you master the techniques of Hand to Hand combat, Pole Fighting and the skills of the Samuri Sword.

And when you believe you've succeeded in overcoming all the odds, the next in this thrilling series of adventures will beckon you forward to a further challenge of death.

Cassette £9.95

Disc £14.95

MSX 64K Spectrum 48K Amstrad CBM 64/128

Gremlin Graphics Software Limited, Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742-753423

ENDURANCE
INNER FORCE

ENDURANCE
INNER FORCE

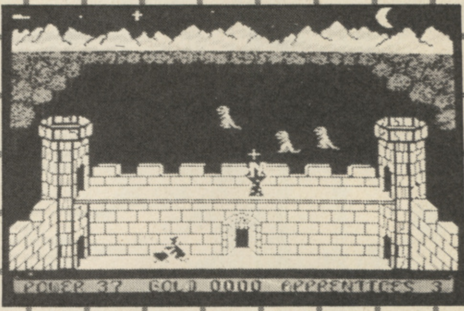
TRIPLE-SCROLL
TRIPLE-SCROLL
TRIPLE-SCROLL

ENDURANCE
INNER FORCE

ENDURANCE
INNER FORCE

Screenshots from Spectrum 48K

BUG-BYTE

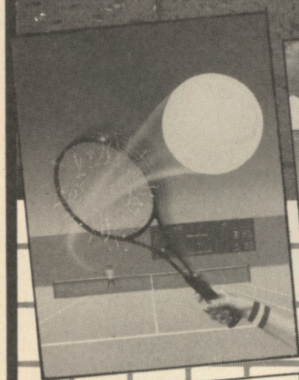


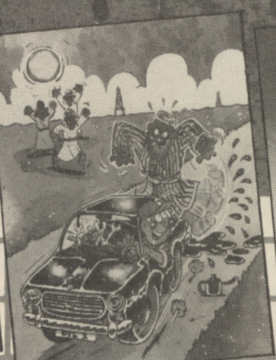
SODOV THE SORCERE

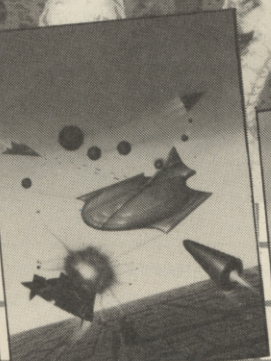
3D arcade action with magical animation.

Spectrum 48K

£2.95







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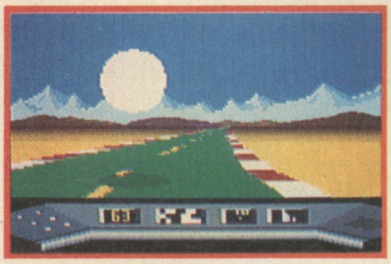
THE GAME

by Adam Billyard



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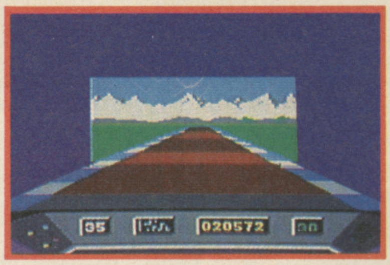

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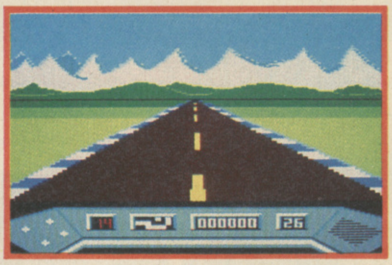

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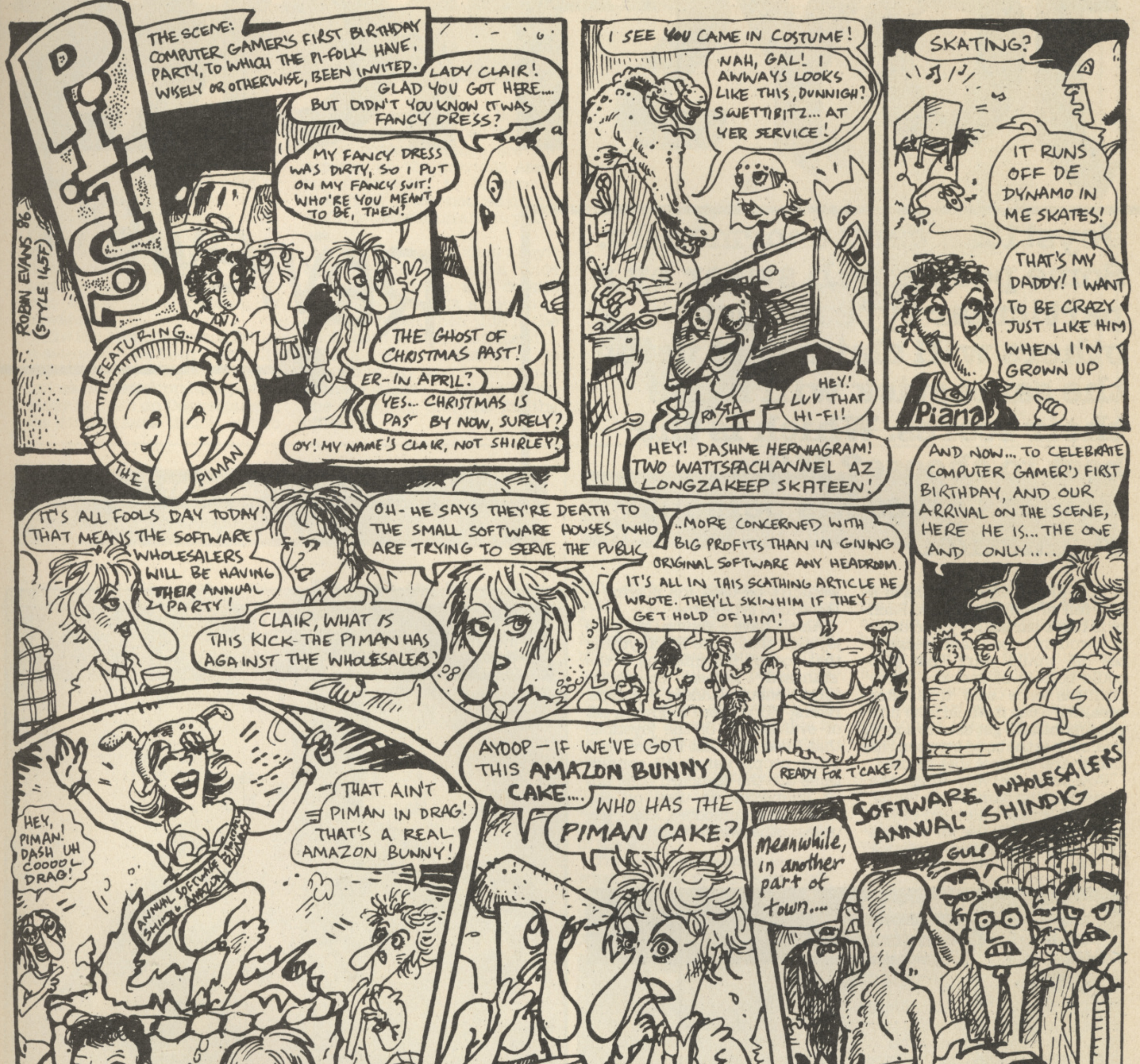
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HEY! LUV THAT HI-FI!
RASTA
HEY! DASHME HERNIAGRAM! TWO WATTSPACHANNEL AZ LONGZAKEEP SKATEEN!
SKATING?
IT RUNS OFF DE DYNAMO IN ME SKATES!
THAT'S MY DADDY! I WANT TO BE CRAZY JUST LIKE HIM WHEN I'M GROWN UP
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JOYSTICKS Reviewed

Joysticks vary enormously. Some people will swear by a particular type whilst others will claim that using the same stick will halve their scores. Which is the best to choose? Mike Roberts gives his personal evaluation.

A golf professional will have a bag full of different clubs. Each club has a particular job to do — you wouldn't use a sand wedge to tee off, would you? That also could be said of snooker. Terry Griffiths once said that after breaking a cue it would take him nine months to get used to a new one, such is the bond between the player and the tool that he uses.

Joysticks are very much the same. Playing games for a living, I have a small collection of joysticks that I will use for various jobs. My Defender joystick wouldn't be used for playing a Decathlon type game.

Also I have a general purpose joystick that I use for anything that doesn't fall into one of the 'standard' games categories (shoot-em-up, ladders & ramps, racing etc.). There follows a set of evaluations of the joysticks that I use, and that I have found other people using. All connections are the standard nine pin 'D' connector as used on the Amstrad, Commodore, Atari, etc. unless otherwise specified.

Name:	**Quickshot II**
Supplier:	**Spectravision**
Price:	**Varies, around £10**

The Quickshot II was acclaimed at its introduction for a number of innovatory features. Suction cups were provided on the base — a carry over from the Quickshot I, but at the time, still not a usual feature. A sculpted handle that fits the player's hand in an incredibly comfortable manner.

Two fire buttons, one on the top of the stick, moulded to fit the thumb. And one as a trigger. And most of all, an 'auto-fire' switch.

This auto-fire option would make the Quickshot II an instant best seller. No longer would you have to wear out a fire button playing Defender. Now you could just select auto-fire and it was almost like playing with a shotgun. Games like Gyruss are particularly suited to this type of game, a tight burst of shots from the auto-fire can make all the difference. Raid on Bungeling Bay is almost unplayable without the switch. On for guns, off for bombs.

Some people buy the Quickshot to make games playing easier, and to a certain extent it does, but most of all it will just change your style of play.

The main problem with the Quickshot is that it has collapsible dome switches, these are prone to wear out. They tend to last me about a year before they break, but it depends on how much you use it, as to how long it will last.

This is the stick I find best suited to playing shoot-'em-ups, you obviously can use it to play other games, but other sticks much more suited to those types of games. My Quickshot II is probably my favourite stick to use, and is still doing sterling service, despite one of the buttons being broken, getting silver paint on it after going on the front covers of MSX User, and Your Commodore, and being held together with sellotape after having something dropped on it by the original editor of Your Commodore!

Name:	**Atari (standard)**
Supplier:	**Atari**
Price:	**about £7**

This was one of the first joysticks out, originally on the Atari VCS, it set the standard for a number of things — the 9 pin 'D' socket, the red/black colour scheme, the collapsible dome contact system.

Most other video games at the time used pot sticks, like the BBC micro uses. Atari were rather daring in abandoning this system and going for a contact system. This was apparently the right idea, as this system has all but wiped out pot stick as a viable control system.

As far as using the stick goes, its only real advantage is one of price — it's dirt cheap! The 'feed-back' that you get from it is also very good, but it has a number of disadvantages.

The main one is that it is not really designed for being used for the many advanced games on the market today. The shaft is too small, and the shape is very uncomfortable, the square base digging into the palm of the player's hand. The construction is also such that it is liable to break.

The only use that I have for this stick, is being wired up with the controls reversed for flying games (like Battle of the Planets) that have upside-down controls.

Name: Atari Pro-Line
Supplier: Atari
Price: £9.95

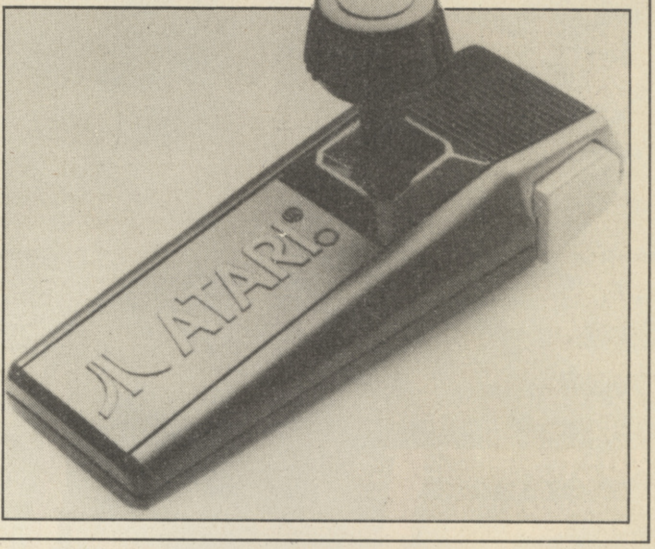
This is the successor to the standard Atari stick. Its main advantages are that it has a very strong construction with a steel shaft, two fire buttons for left or right handed operation, or a choice between thumb or forefinger to fire. A very comfortable grip, that means you can play for hours, and a new type of extremely flexible cable that gives you much more freedom of movement.

The Pro-Line (or Arcade Pro as it seems to have been originally called) is my everyday stick. I can use this stick on Elite just as easily as I can on Doppelganger. Its shape means that it is two handed operation only, but this is not necessarily a bad thing.

The contacts inside are the same as on the previous Atari, but they seem to be strengthened, as I have noticed only a slight deterioration after a year's use.

Asked 'what stick shall I buy?' and the player has a wide interest in games and doesn't concentrate on just a couple of different types, then this is the stick that I would recommend.

As a recommendation, it is enough to say that I have three of these sticks — one for home, one for spare, and one for the office!



Name: TAC II, Star Commander
Supplier: Suncom
Price: varies around £10

These joysticks are my favourites for certain games for a number of reasons. Firstly their internal construction is so strong that an elephant could use them. The shafts are steel. The contacts are steel plates, where the base of the shaft makes the electrical contact with the plates.

I must say here why I am discussing both sticks at the same time. This is because they are so similar in internal structure. Externally they are quite different. The TAC (acronym for Totally Accurate Controller) has two buttons — one on each side of the stick, a large base, and a knob on the top of the stick.

The Star Commander, on the other hand, is much smaller, has a single small button on the base, and a much smaller shaft.

The touch and feel of these sticks is much the same and is very good. This is because, as mentioned before, the electrical contact is made against metal plates by the base of the shaft. This lets you know the very second that the contact is made.

The 'throw' of these sticks is also very small. The Star Commander's main duty is in Decathlon type games — a left/right throw of less than 1/4 of an inch means that you can get up to some hairy speeds.

These sticks were once quite expensive (TAC II started off at around £20) but are now much lower in price. These sticks will not deteriorate in normal use at all, and whilst their shape is a bit awkward, the advantage gained by the additional tactile feedback is immense.

TAC 2
Totally Accurate Controller
TAC 2
TAC2
Suncom
TAC 2

Title: Pro 5000
Supplier: Kempston
Price: about £10

This stick is used as the 'computer show' stick for a lot of computer companies for one simple reason — it is almost totally indestructible! This means that all you people out there who play the games to death at shows can't wreck the stick. The reason behind this is the leaft switches that the stick uses.

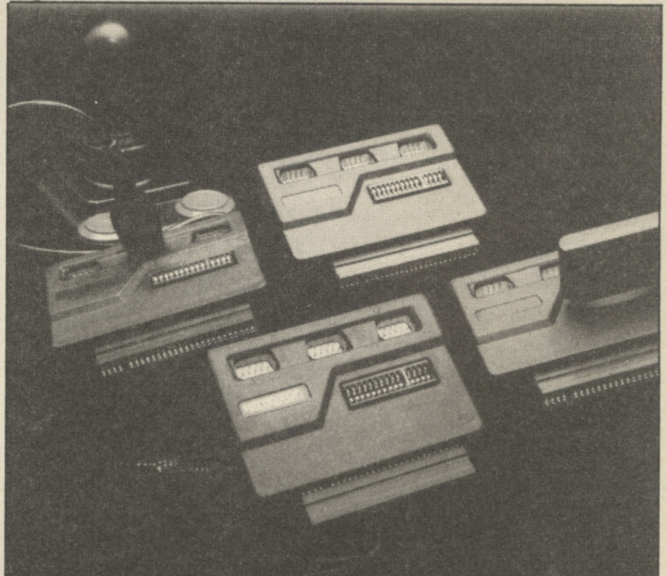
At first, the stick feels like a broken Atari type, but after a while you can get used to the slightly squishy/hard feedback of the stick.

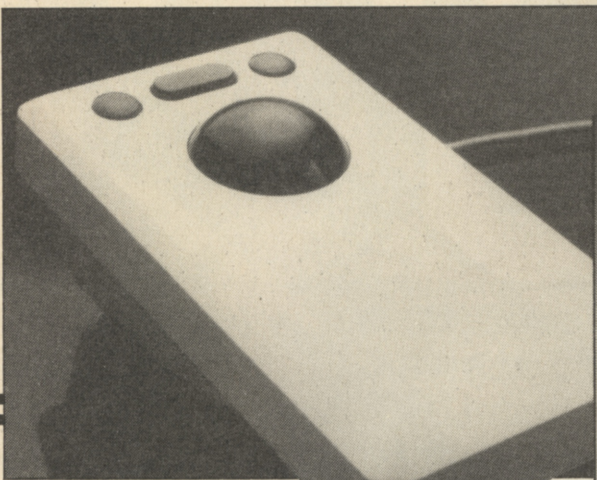
The shape of the stick is somewhat atypical as it is quite high, the base with the two large buttons, and then a raised bit with the long stick extending further than this. This gives you a large amount of leverage, but can be a bit ungainly.

The shape is fairly uncomfortable, as I mentioned before, but is not actually painful as in the old Atari type. The knob on the top of the stick is easy to grab.

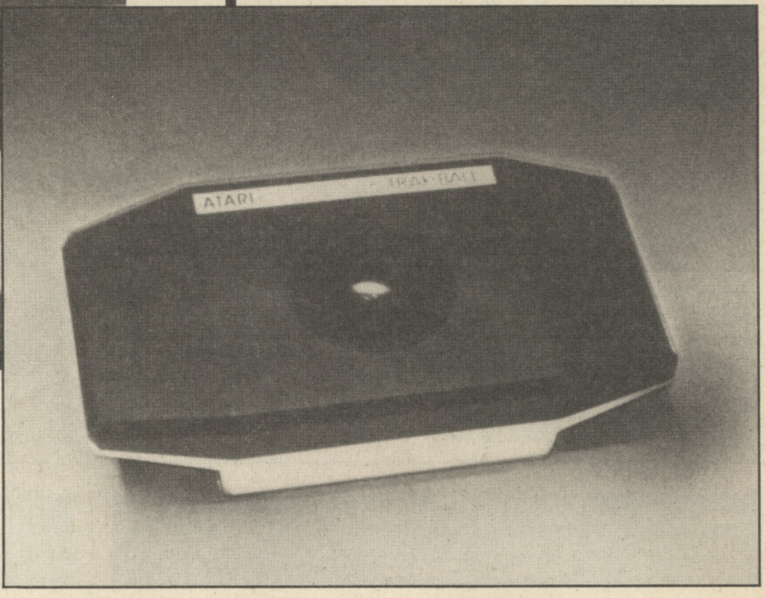
The whole thing seems to have been designed with the under twelves in mind: indestructible, big buttons and stick, plenty of leverage. So for kids it comes very recommended, as for the rest of us, I think it is up to whether you feel comfortable with this or not.

Kempston interfaces and Joystick





RB2 Trak ball



Atari Trakball

Interfaces

All these joysticks use the nine pin 'D' system. This is a system started by Atari for its VCS system (as detailed above). Computers such as the BBC micro and the Spectrum cannot use this, they need interfaces. The BBC interfaces are quite straightforward and which one that you have is purely determined by what features you require.

With the Spectrum it is not so easy. There are three main types. The **Kempston**, which is the most popular — all software that supports joysticks will also support this.

The **ZX Interface 2**, this is the official interface, but as it was introduced so late, there is very little software that will work with it. It does have the advantage of having two joysticks at the same time and a slot for cartridges — if you can find a cartridge for it.

And lastly is the **cursor** interface which is similar to the Kempston interface except that the joystick is reproduced as cursor key movements.

Some interfaces are available that support all three formats, as well as being able to handle cartridges.

Alternative Controllers

As well as joysticks, there has come on the market a number of joystick emulating alternatives.

The Atari **Trakball** is very well known and has now come down in price to a level where it is only a small amount more than a joystick — rather than the £70 price tag that it had before.

The principle behind a track ball is one of flicking a mounted billiard ball-like object in the direction that you want. More complex software can also detect the rotational velocity of the ball. A game which illustrates this is the coin-op game Missile Command.

Mice are gaining popularity in more businessy circles, and there are many games on Macintoshes and IBMs that use the mouse as a controller, though obviously it is outside the scope of this magazine to comment. However, with the advent of mice on all the major games machines, with joystick emulation software to go with it, mice are set to make an impact. In principle they are like upside-down trackballs, except mice have smaller balls — typically only marble sized, and the ball is rotated by running it over a table or work surface.

Joypads were in vogue at one stage. These are controllers with pads, paddles, or disks with which to indicate movement. They have very little feedback, are difficult to use, and wear out very quickly — avoid at all costs.

Of these I use an Atari Trakball for some games — computer missile command is the obvious one of course. But, it is superior to joysticks in a number of applications. Snooker/pool simulations, strategy games that require the moving of crosshairs etc.

But whatever you get — get what's right for you — remember the snooker player (I prefer an 18oz three piece myself — but snooker cues are another story ...).

Suncom Joypad

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RAPID
FIRE
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JOY-SENSOR
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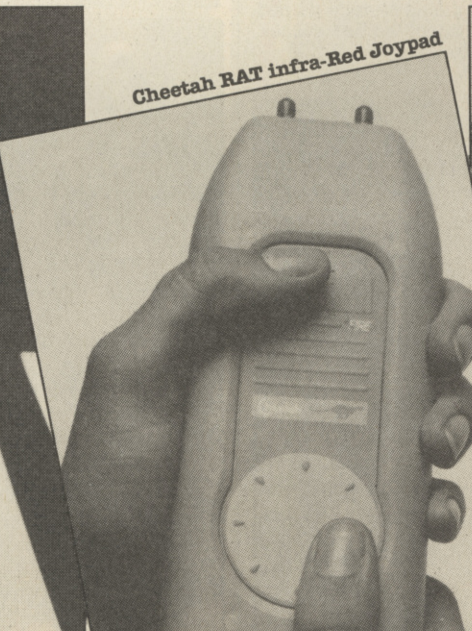
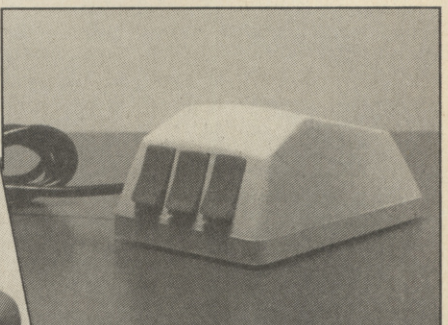


A Mouse



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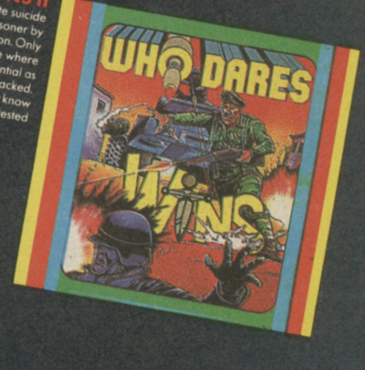

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Tis a legend told long ago
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If this lair thou dost uncover,
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So heed this warning and beware
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Wizard's Lair

THING ON A SPRING

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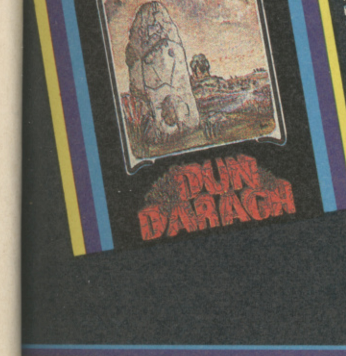
4 CRASH SMASHES FOR YOUR SPECTRUM 48K



DUN DARACH

It happened that, following a fateful, bloody and largely pointless battle against the Conachta, Cuchulainn the Great was returning home to Muirmethne in company of his faithful charioteer, Loeg; pointless because the enemy was a scouting party and not intent on taking the peak of Beann Ghulban, below which the battle took place; fateful because, amongst their number was Amhair, a Prince of the Conachta and the darling of his father, who vowed an instant revenge......

NIGHT GUNNER
48K SPECTRUM

NIGHT GUNNER

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CRASH Smashes

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COIN-OP CONNECTION

Violent death seems to be the order of the day this month, with a plethora of shooting games.

A few months ago a game called VS Shoot Out hit the arcades. Based on the Nintendo VS concept where the hardware is broadly similar between games and only the software needs to be changed. The shooting game was a bit different as a gun needed to be attached to the front of the cabinet by a cable — but even this is cheaper than buying a whole new machine.

VS Duck Hunt is the latest software release, which uses the VS system and the gun.

The screens alternate between a duck shoot level where a gun dog leaps into the undergrowth and flushes out some ducks. These merrily zig-zag all over the screen and then fly off if you miss them. Hitting both is rewarded by the dog holding up the remains of the bird, missing one or both means the dog breaks into uncontrollable hysterics!

The next screen is a clay pigeon shoot, which is quite straightforward. Again the dog becomes hysterical if you miss. After this level comes the bonus round. In this the birds fly out of the undergrowth en-masse and you have unlimited ammo to blast away to your heart's content. The dog also flies out of the undergrowth occasionally, and you can get your own back by shooting at him. This ends the bonus round, but it is extremely satisfying to see him limp back onto the screen on crutches and with his arm in a sling!

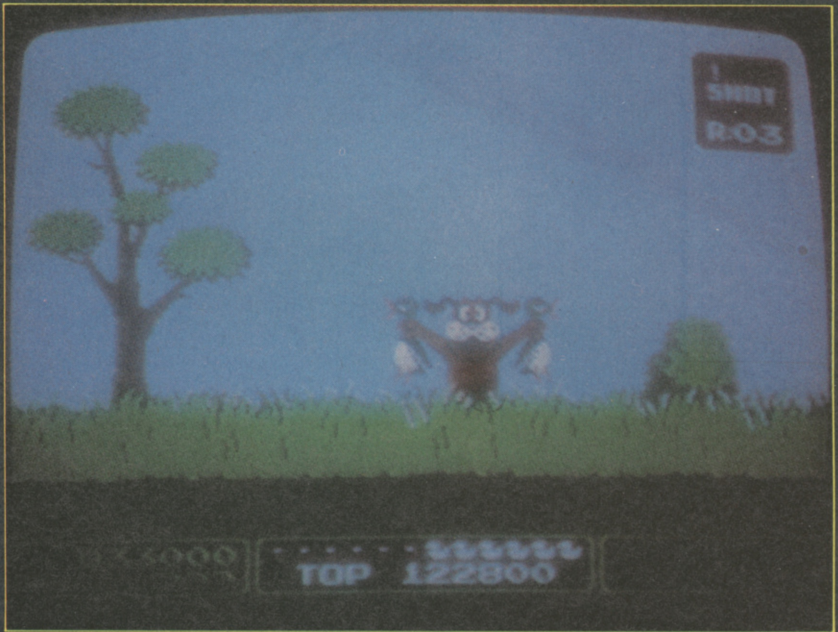
Every few levels there is an interval screen where the dog chases some birds around, this is a welcome break as your arm gets a bit tired after half an hour!

Another game featuring a gun mounted on the front of the cabinet is Shooting Master from Sega. In this game you have to stop the girl being kidnapped by hordes of gangsters that are trying to take her away/bomb her/and otherwise be nasty to her! To prevent this you have a sort of automatic rifle. This is mounted on a stand on the front of the cabinet. The reason for this (as opposed to being connected by a long cable as above) is that the gun actually has recoil! Yes, when you fire the whole thing kicks back and nearly breaks your shoulder!

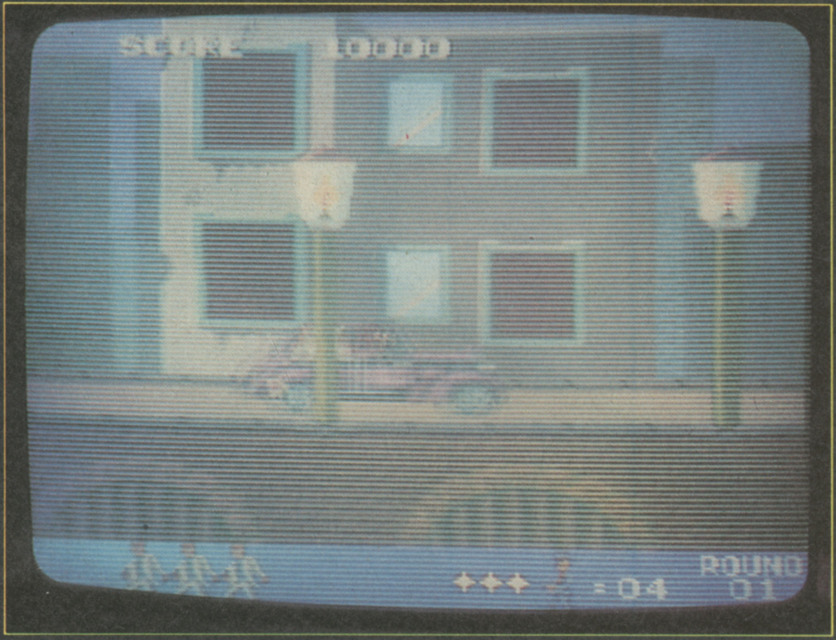
This adds a large amount of realism to the game that you don't get with the sedate clicking made by Duck Shoot, in this you really know when the gun has fired.

Playing the game I found the sights to be a bit off, but this is no great problem as you tend to aim fairly indiscriminately, blasting anything that moves.

The two levels that I saw here were one which was a sort of street scene, with the lady in question being pursued by many baddies, there are also cars that can be blown up, people dropping bombs from windows, and street lights which can be shot for bonus points.



VS Duck Hunt



Shooting Master

The next level is outside the hideout, where baddies peer from behind cover to shoot at you. I don't last too long after here as it gets a bit hot!

You may encounter a game called 4D Warriors. This is an exceptionally simple zap-all-the-things-that-are-coming-at-you game with bonus crystals to increase your fire power etc.

You have a jet-pack to fly around the screen and can hop between two screens with different kinds of meanie on it. Very little thought is needed to play this game, but it's all good clean fun. However, if I only had 20p left, I probably wouldn't put it into this machine.

The latest game from Konami that looks like being rather big is Jailbreak. In this game there's a gang of prisoners (you can tell that they're prisoners, they have striped shirts and wear ball and chains!). After the prisoners have shot their guards and blown the gate down you come on the scene. Rumbling onto the screen in your American cop car. Out you jump, pistol in hand, ready to take on the onslaught.

From here it is a left/right scrolling 3D landscape, shooting the baddies in a 'Commando' type of operation.

Occasionally, a bystander appears, running over them (!) gives you bonus points and an extra weapon. The two extra weapons that you can get are a bazooka, and a grenade launcher. You select which of the three are currently active with a button next to fire, this is a bit awkward as you can't select which weapon fast enough to hit some of the targets.

From the initial onslaught of the prisoners you progress onto an area where there are oil drums, bazooka these and you get bonuses — and occasionally a Batman type figure will appear!

Other sections have prisoners in manholes, snipers in windows, and stolen 'trash' trucks full of escapees that do a fairly good job of running you over if you aren't fast enough with the bazooka.

After this you progress to level two, which is similar to before but set in a park and with slightly different problems. A very good game with some very presentable graphics.

Remember Nemesis from a couple of issues back? Well, I've been playing it some more and have actually got through to level 3! Additions to my previous hints on the subject are as follows: After extra speed and lasers, make missiles your next priority. These are extremely useful and the missile launch button is sufficiently near to the fire button to make it practical to hit both at the same time — a la Skramble.

These missiles drop down at about 40 and then skim along the ground destroying the ground based guns. Get multiple lasers next, missiles are also doubled which is rather useful.

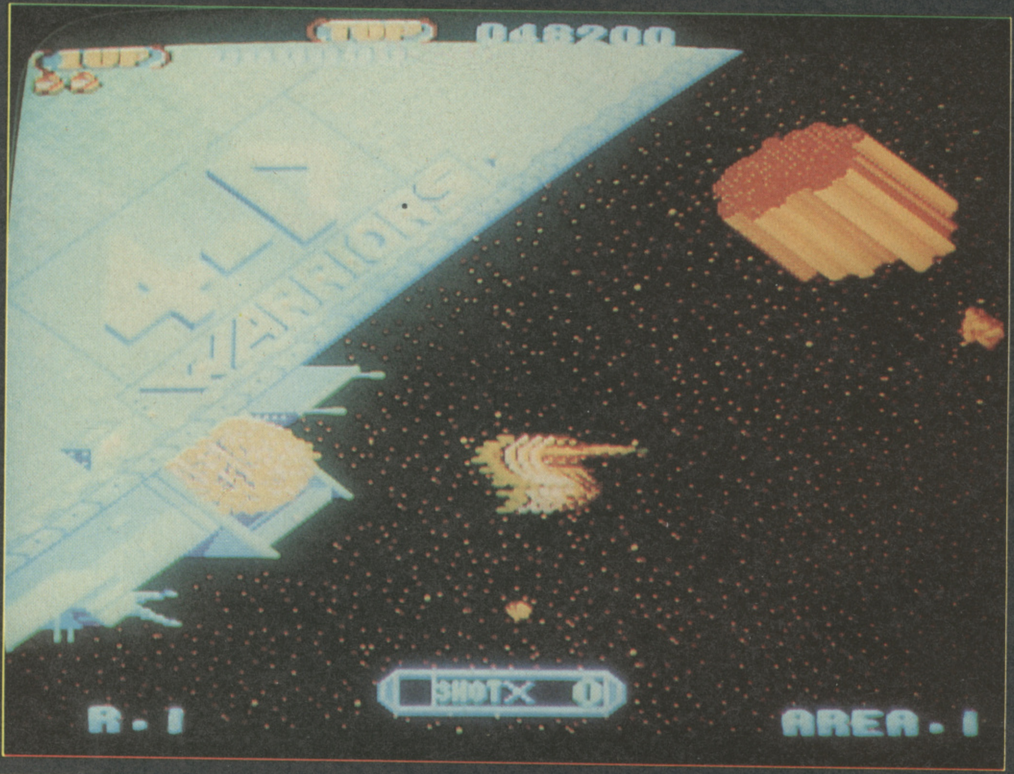
When you are approaching the rock with the beams on it (as in the pic from the original piece) pick up another pod and give yourself triple speed.

This extra wellie is necessary to be able to manoeuvre around the mothership, and destroy it.

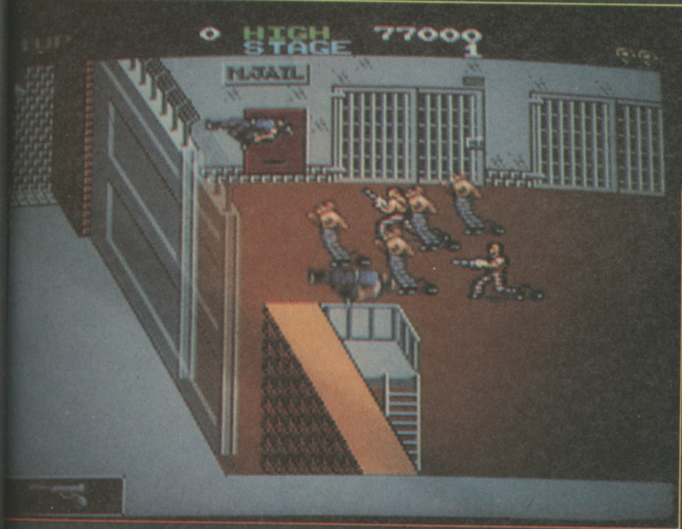
The next level is a bit more complex, with caverns covering the four way directional scrolling screen, but more on this level later perhaps . . .

Lots of thanks to all at Deith Leisure (who were rather busy at the time we descended upon them, but they still let us come).

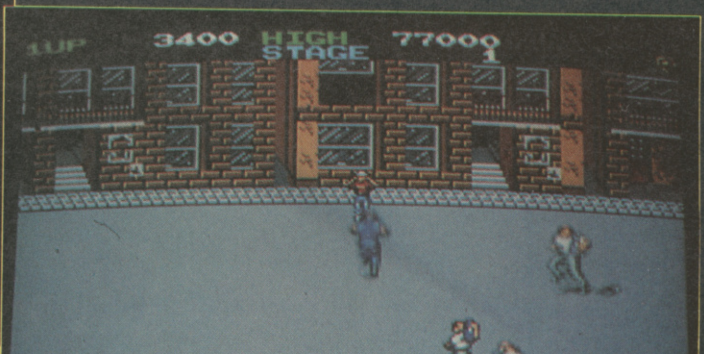
Text: Mike Roberts
Pix: Eric Doyle



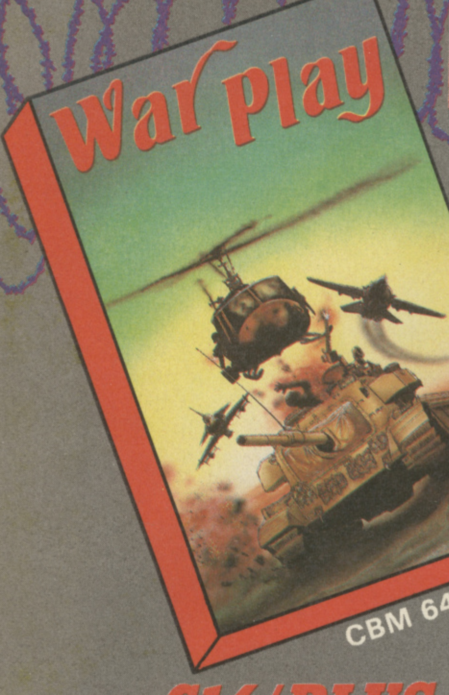
4D Warriors



Jailbreak



WAR PLAY



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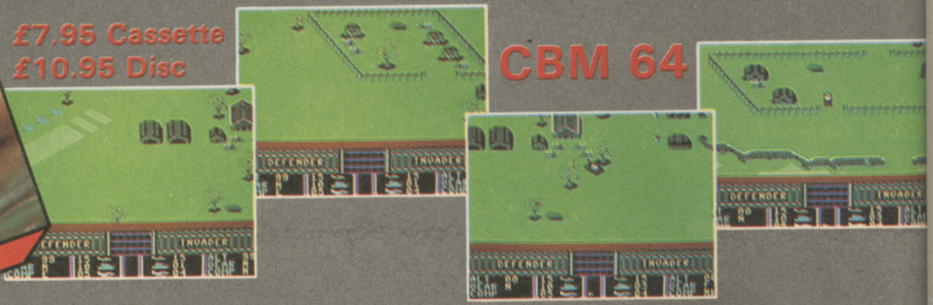

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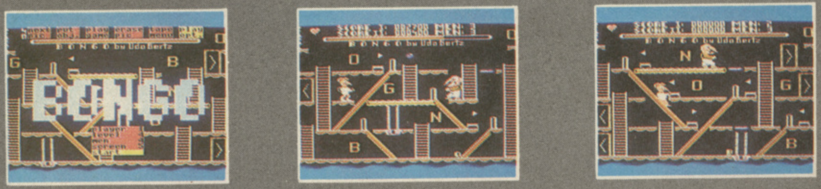

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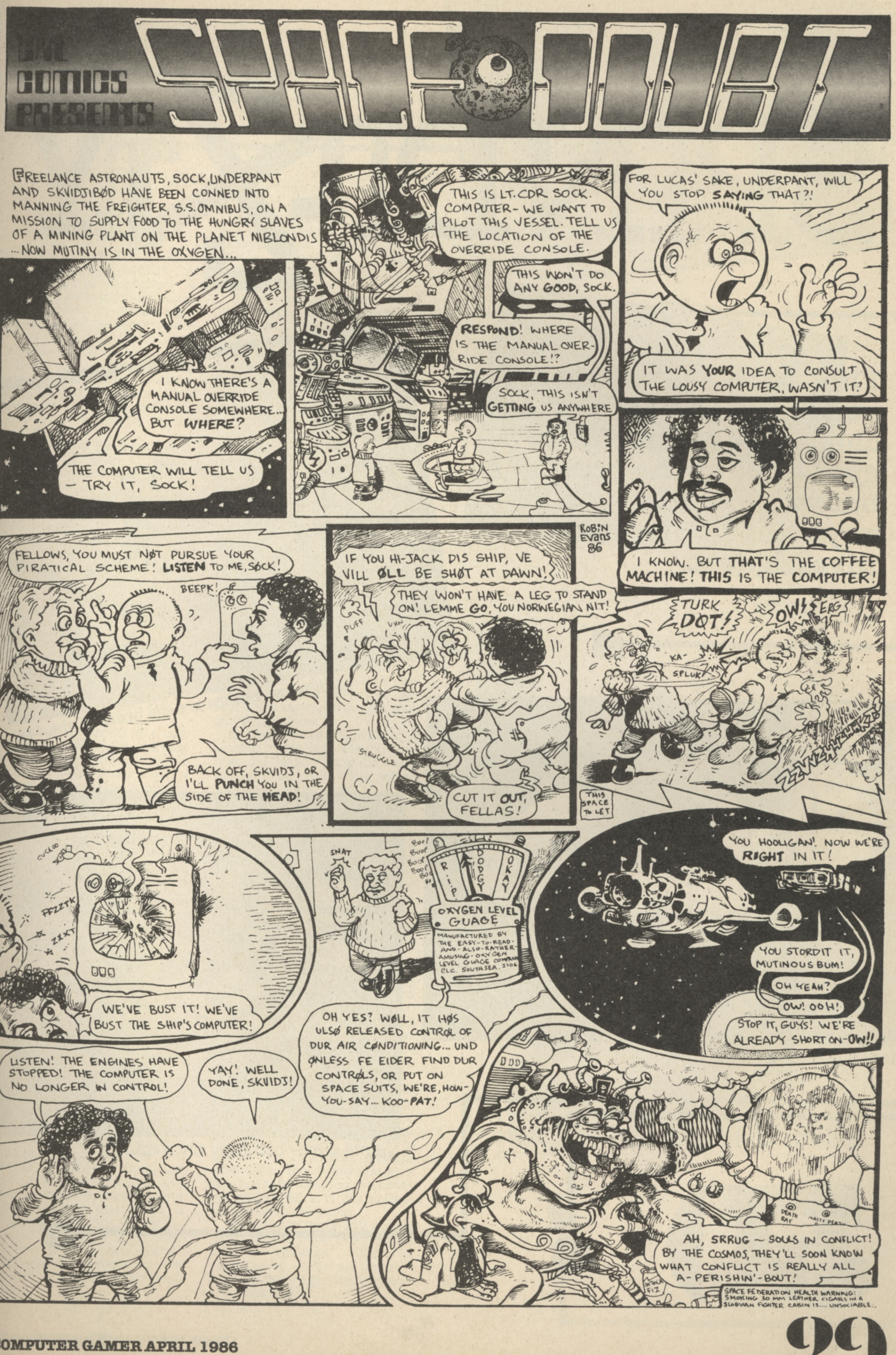
COMICS PRESENTS
SPACE DOUBT
FREELANCE ASTRONAUTS, SOCK, UNDERPANT AND SKVIDJIBØD HAVE BEEN CONNED INTO MANNING THE FREIGHTER, S.S. OMNIBUS, ON A MISSION TO SUPPLY FOOD TO THE HUNGRY SLAVES OF A MINING PLANT ON THE PLANET NIBLONDIS ... NOW MUTINY IS IN THE OXYGEN...
I KNOW THERE'S A MANUAL OVERRIDE CONSOLE SOMEWHERE... BUT WHERE?
THE COMPUTER WILL TELL US – TRY IT, SOCK!
THIS IS LT. CDR SOCK. COMPUTER – WE WANT TO PILOT THIS VESSEL. TELL US THE LOCATION OF THE OVERRIDE CONSOLE.
THIS WON'T DO ANY GOOD, SOCK.
RESPOND! WHERE IS THE MANUAL OVERRIDE CONSOLE!?
SOCK, THIS ISN'T GETTING US ANYWHERE
FOR LUCAS' SAKE, UNDERPANT, WILL YOU STOP SAYING THAT?!
IT WAS YOUR IDEA TO CONSULT THE LOUSY COMPUTER, WASN'T IT?
I KNOW. BUT THAT'S THE COFFEE MACHINE! THIS IS THE COMPUTER!
ROBIN EVANS 86
FELLOWS, YOU MUST NØT PURSUE YOUR PIRATICAL SCHEME! LISTEN TO ME, SØCK!
BEEPK!
BACK OFF, SKVIDJ, OR I'LL PUNCH YOU IN THE SIDE OF THE HEAD!
IF YOU HI-JACK DIS SHIP, VE VILL ØLL BE SHØT AT DAWN!
THEY WON'T HAVE A LEG TO STAND ON! LEMME GO, YOU NORWEGIAN NIT!
PUFF
UHH
STRUGGLE
CUT IT OUT, FELLAS!
THIS SPACE TO LET
TURK DOT!
OW!
ERG
KA-SPLUK
ZZWZHWHWHKK
CUCKOO
PFZZTK
ZXXT
WE'VE BUST IT! WE'VE BUST THE SHIP'S COMPUTER!
SNAT
Boop Boop Boop Boop Boo
R.I.P.
DODGY
OKAY
OXYGEN LEVEL GUAGE
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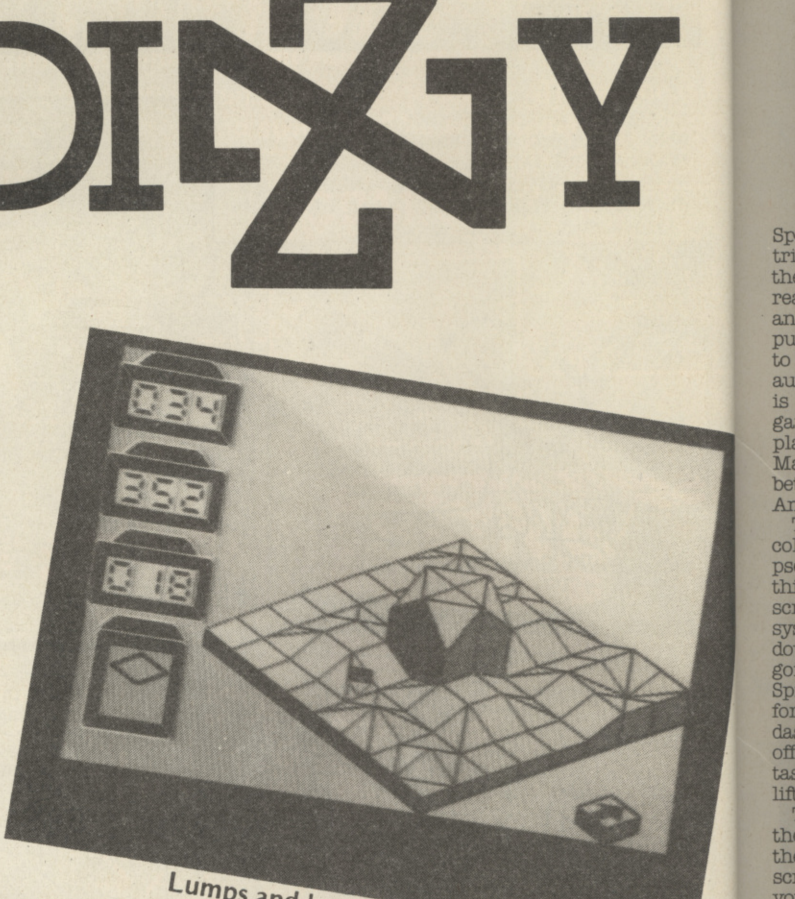
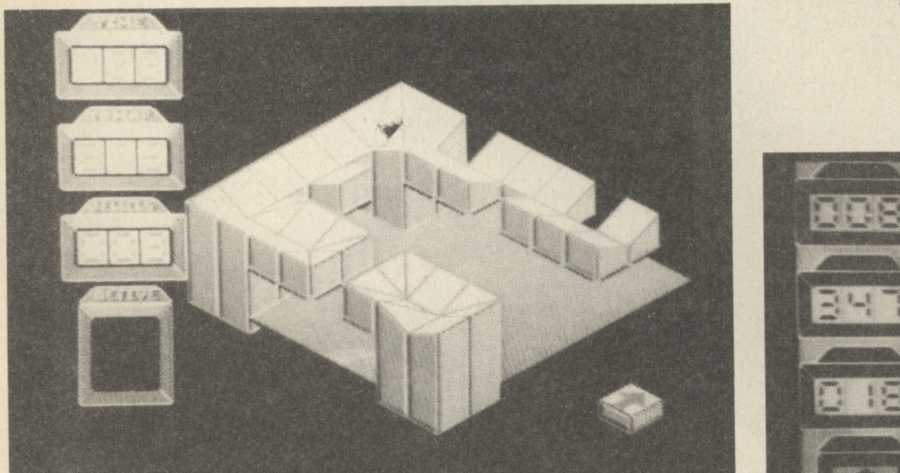
YOU HOOLIGAN! NOW WE'RE RIGHT IN IT!
YOU STORDIT IT, MUTINOUS BUM!
OH YEAH?
OW! OOH!
STOP IT, GUYS! WE'RE ALREADY SHORT ON–OW!!
LISTEN! THE ENGINES HAVE STOPPED! THE COMPUTER IS NO LONGER IN CONTROL!
YAY! WELL DONE, SKVIDJ!
OH YES? WØLL, IT HØS ULSØ RELEASED CONTRØL OF DUR AIR CØNDITIONING... UND ØNLESS FE EIDER FIND DUR CONTRØLS, OR PUT ON SPACE SUITS, WE'RE, HOW-YOU-SAY... KOO-PAT!
DEATH RAY
INTOKA FIZ
AH, SRRUG ~ SOULS IN CONFLICT! BY THE COSMOS, THEY'LL SOON KNOW WHAT CONFLICT IS REALLY ALL A-PERISHIN'-BOUT!
SPACE FEDERATION HEALTH WARNING: SMOKING 30 MM LEATHER CIGARS IN A SLOBVIAN FIGHTER CABIN IS.... UNSOCIABLE..

SPINDIZZY

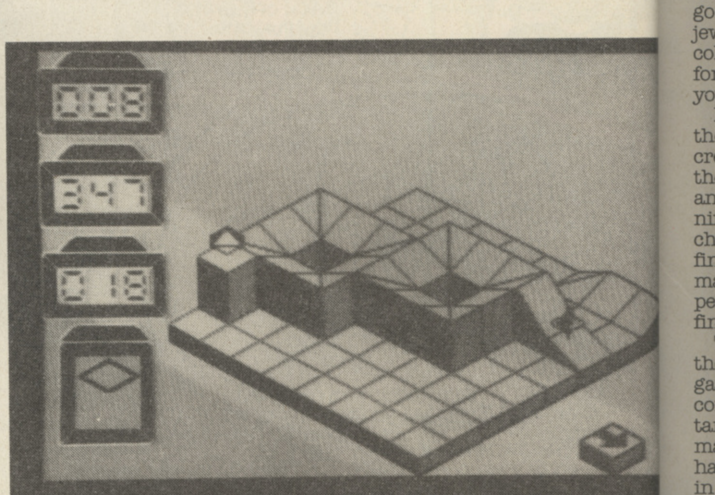
This game has a little top as your piece, however it can change into a marble or a gyroscope at the press of a button — remind you of anything? Mike Roberts investigates.



Lumps and bumps are the order of the day.



Jumps and zig-zags - very tricky.



Up the slope - but avoid the traps.

Spindizzy is published by Electric Dreams, and written by the author of Confusion, a reasonable game that just lacked an inner spark (if you excuse the pun). However, Spindizzy seems to have put all that behind both author and software house, for it is probably the best 'marble' game yet. And, as far as gameplay goes, I include the original Marble Madness. It is certainly better than Gyroscope on the Amstrad.

The theme of Spindizzy is to collect jewels from around a pseudo 3D stylistic landscape. In this game you go from screen to screen at will, unlike the usual system where you progress down a hill to the end before going on to the next level. In Spindizzy it is more like a platform game, where you have to dash back and forth, turning on/off switches to perform various tasks, such as the operation of lifts.

The only hint that you have is the arrows that are plastered on the floor sometimes, with other screens you may have to throw yourself into the void, luck then judges whether you are safe or not.

Pressing 'M' throws up a map of where you have already travelled, where you have yet to go, and whether there are any jewels that you have seen but not collected, though any other information than that is left for you to decipher.

Pressing CTRL/SHIFT/ESC in the title screen throws up some credits and one or two hints, like the map will fit on a 50 by 64 grid and that ALL switches are significant, and that there IS a cheat mode (though I couldn't find it), and that if you do make a map, send it to the author — perhaps he lost his and can't finish the game!

The scenario is fairly simple, though very little to do with the game at all — you work for 'the corporation' as a trainee assistant cartographer (ie. mapmaker). The backroom boys have discovered a new world out in this new dimension that they have created. They want it mapped and it falls down to you to do it.

Time is money, and the whole game revolves around time. You start off with a set amount, and add to it whenever you pick up a crystal, which replenishes your power cells. As this world is hung out in space, falling off the edge of it destroys your craft. However, if you have enough energy you will be recreated — at the cost of an enormous power drain.

The craft that you are in is a Geographic Environmental Reconaissance Land-mapping Device. Lovingly called G.E.R.A.L.D. This is your top/marble/gyroscope.

As mentioned before, your initial 'radar map' of the world shows each location as a simple blob. However, just because two blobs are next to each other on the map, it doesn't mean that they actually connect, you may have to go around the houses to get there. Likewise, what you see isn't necessarily what you are looking at, paths and objects may be obscured.

Simple, in front and behind obscuring is easy to get past — the cursor keys allow you to alter your view to any of the four directions — with a handy compass to tell you which direction is north.

What gets a bit confusing is when you get 'towers' with two or three junctions at different heights converging — often with a lift in the middle — which has to be switched on from some remote location!

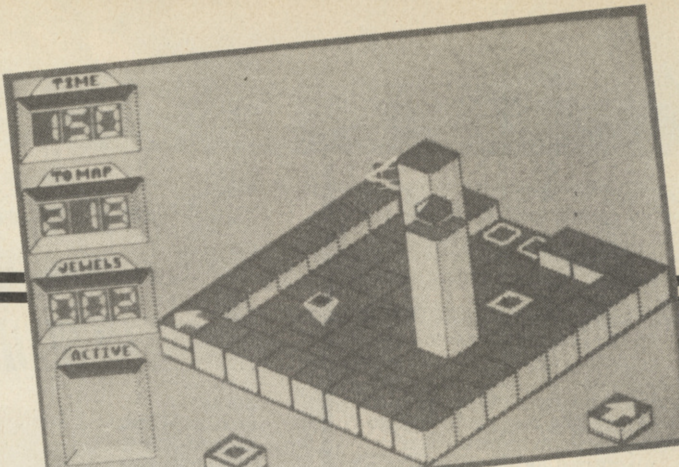
Hills are the real problem. You have to keep a steady pressure in one direction with either the joystick or the appropriate key, and then zig-zag through that current problem.

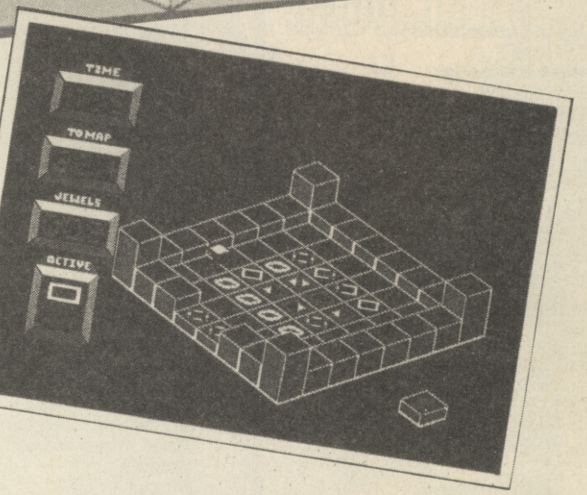
Jumps are less of a problem if tackled correctly, the further ones can be got using the boost key — either shift or fire, which increases your speed to some times your original. However, stopping on the other side isn't so easy. There are two ways: the first is to put on a bit of g — it uses up time. If you keep it down for too long it aborts the game — so watch that you don't use it for stopping at the bottom of hills. Slow down with some negative joystick movements first — then press space when you hit the bottom of the hill.

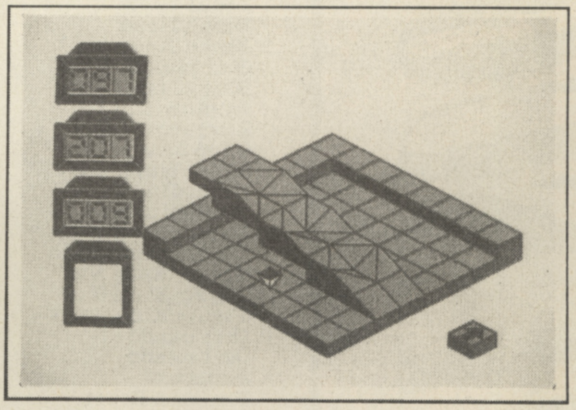
All this is much easier with the keyboard, you have eight directional keys, plus space is much easier to get at than when you are using the joystick. With the joystick I found the directional control a bit confusing — getting lost on a very tiny ledge can be bad for your health.

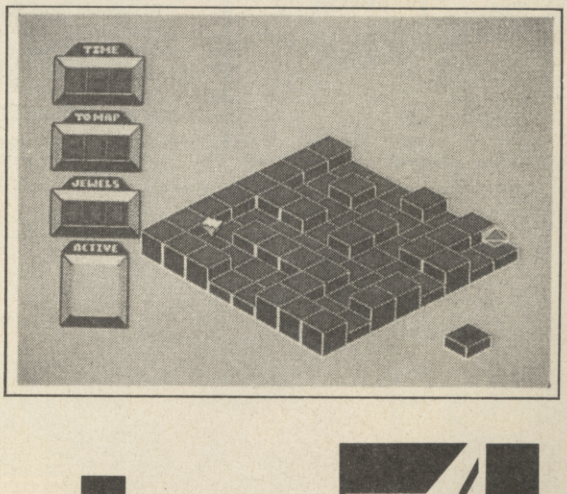
Apart from the difficulties that this kind of game creates with orientation — you can't react at speed properly. It is excellent, but the orientation problem is merely one of mental attitude. After a few days of play you soon get used to it. Well, you can never get really used to it, but at least you can play the game.

This kind of game will appeal to all games buffs of all types: action, strategy, platform, mapmaking — it's all there — even adventure gamers may give it a quick sneer.









Computer GAMER

HI-SCORE COMPETITION CHART

All entries to our on-going hi-score competition should be on the most recent form and only one entry per person per form. All entries should be witnessed and forms must be filled in correctly.

In the comments section you can include any points that you would like to make about the game, how you did it, a hint perhaps. The best hints will go into your main hints section.

All entries, as usual, to:

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Chuckie Egg	Spectrum	Ian Harrison	3021010
Chuckie Egg	Electron	Simon Popplewell	579600
Chuckie Egg	BBC	Andrew Neck	2554960
Chuckie Egg	C64	Brian Clarke	215030
Knight Lore	Spectrum	A Parkinson	98%
Hyper Sports	Spectrum	Phillip Avery	267855
Hyper Sports	C64	Terrence Nichols	131600
Pole Position	Atari	Dominic Anderson	136650
Pole Position	Spectrum	Denis Bicheron	63800
Pole Position	C64	Noel Reynolds	121480
Pole Position	BBC	Gerard Kearney	111450
Elite	BBC	D Codrington	13437772
Elite	Electron	Craig Burbridge	1100476
Elite	C64	Jason Kennedy	428957315
Elite	Spectrum	Gavin Sneddon	51000
Bruce Lee	Spectrum	Sam Swift	6000000
Bruce Lee	C64	Keith Nicholson	1185650
Dropzone	Atari	Stephen Lakey	1140230
Spy Hunter	Spectrum	Alan Hopley	2720000
Spy Hunter	C64	Chris Beckett	202625
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Raid Over Moscow	C64	Lee James	225900
Raid Over Moscow	Spectrum	Lee Tarver	345350
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THE TROLLS TAVERN

Martin Croft tracks down three of the top adventure software houses to find out the latest news.

The bad patch affecting the computer industry for the last eighteen months or so has had an especially marked effect on adventure gaming.

When less games are being sold, companies tend to concentrate on writing mega-blitzo arcade shoot-'em-ups, leaving the adventure game scenarios mouldering on the shelf. It's understandable, perhaps — they're looking for a fast turnaround on their bucks, and adventures sell slowly (but steadily).

So at a time like this, we should count our blessings — the dedicated band of adventure lovers who hide themselves away in remote areas, slaving away at their terminals, just to give you a few hours frustration.

Or perhaps longer, in some cases — Level 9, for example. Your trusty troll had a little chat to L9 supremo Pete Austin down in his hidey-hole not a million miles from Weston-Super-Mare.

By the time you read this, Pete's latest magnum opus, The Price of Magic, should have hit the streets. It should be a worthy successor to The Worm in Paradise.

The big news from Pete is that Level 9 will be translating all their games, beginning with the earlier titles, for some of the higher powered micros coming onto the market — the Atari ST range and the Amstrad PCW series (plus, in passing, the Sinclair QL). "And," says Pete, "We might well bring out games on things like the Mac."

Interestingly enough, the money for such a move has come from the massive success of what must be Level 9's least challenging adventure (if in fact it deserves a title at all): the Adrian Mole adventure.

As I'm sure many of you are aware, the Mole game, which was entirely based around a series of multiple choice questions, was hardly a purist's adventure — but it has brought the Austins a certain level of financial security.

It's sold more than 100,000 — our normal games sell over 20,000 but not enormously higher," claims Pete.

Mosaic, the software publishers which commissioned the Mole game from Level 9, has asked for another, it seems — "we're doing a sequel to Adrian Mole," says Pete. "Mole taught us a lot — it's clear that it didn't have enough decisions in it. The help feature was a mistake, too, — it took up too much memory."

The money from Mole was useful for more than just converting old games for new machines, too—it means Pete can carry on with a project called Avalon.

Avalon is to be multi-user adventure game, like Multi User Dungeon (MUD) — only better, Pete claims. He's taken a look at MUD, and he's not too impressed. "I am astonished at how simple the system is — it's where single user games were about a year ago."

Avalon is to be set, perhaps unsurprisingly in Arthurian Britain, and will involve players in sundry quests as they try to qualify for a seat at the Round Table. "We're producing something 10 times bigger than MUD and a lot faster too," Pete boasts.

Avalon was being produced at the behest of a certain mega corporation which has to remain nameless, but which would have no problem finding spare computers and arranging for the necessary phone lines for the modern owning adventurers wishing to play joust a minute — but said mega corporation has been expressing some reservations recently, and Pete, with the money from Mole under his belt, is now seriously thinking of running it himself.

Traditional adventure addicts needn't worry, though — Pete's also working on the plot for a new adventure game in the classic Level 9 mould. "I'm currently designing another game — fantasy type — but I

s★t★a★r★f★o★r★c★e captain

Typically your career as a Starforce Trooper was short but it was unusual. You completed it alive. Not only that, following your success with the Delta Minor assignment last December you have been promoted and are now a Starforce captain.

This isn't quite as you imagined as you're in command of a T.A.X-3 ship on a tour of revenue collection in the Gamma system. Your crew consists of a particularly dim droid called Acnt and of course the compulsory Starforce supervisor housed in a hygienically sealed pod.

You're hardly going to be featured in the next Marvel Telecast!

You're bored but at least you're alive. Your ship is nucelar fuelled and does possess a single laser, however this is only used as part of the "easy" payment" scheme offered by the Starforce to non contributors.

As with the other Heroic warrior adventures featured in Gamer all you need to play Starforce captain is a pencil and paper and a six sided dice. Then simply read each paragraph as directed, selecting from the oiptions given at the end of each one. This will lead you on to others as the story is told.

Try not to read any of the paragraphs until you are told to or you will spoil the game.

Good luck! Remember that you've been lucky to survive in the Starforce this long.

Note. This is the second in the Starforce Trilogy of adventures. The first, Starforce Trooper, was featured in the December 1985 Transmission of Computer Gamer.

Goto 1

1. You are in the middle of a "collection" run through the Gamma 4 system. You've already visited 37 planets and there are only another 82 to go.

You've played and beaten Acnt at every conceivable variation of mega chess and are bored beyond belief. Your supervisor is still counting the credits you have collected and is even worse company.

Suddenly Acnt warns you of an SOS call coming from a planet not too far away. It would take you off course and schedule, but it would relieve the boredom — besides, somebody must be in trouble.
To investigate the SOS go to 11
To ignore it go to 23
To check with your supervisor go to 39

2. You reach the next planet and unload the grateful freighter crew but keep most (90%) of the cargo.

As Grok goes off for debriefing you head for the bar. After too many Z 'n' T's you stagger back to another mouthful from Grok. A thought that has nagged you for ages comes back to you. "Somehow you've got to get out of this business."

You set a course for yet another planet in the Gamma system and lift off.
Go to 32

3. Just as the Freighter comes into transporter range, the starship spots you and turns you into history.

4. Your ship's engines are strained to the limit but are just not fast enough. If you're going to outrun a cruiser don't use a T.A.X-3 ship. You tried and didn't even clear orbit.

5. You find a small gas cylinder discharged which was broken in the brief struggle. This obviously killed whatever was the smouldering mound on the floor. No wonder the freighter sent out an SOS with one of those things left onboard.

Used well this could be just the weapon to get you out of the Starforce but you have to test your theory. Two crates remain and after a few minutes digging in the gooey mess you find two cylinders.

You kick open the seal on one of the crates. Go to 24.

6. You slam the thruster on full and head for the unknown.

Disaster! A Starforce Cruiser has picked you up and is closing in.
Do you turn and fight, go to 7
Run for it, go to 4

7. You broke free from the Starforce for a moment and scored a moral victory. A blast from the Cruiser's lasers end your celebrations.

8. Grok questions you as soon as you get back and has already called a nearby Cruiser in to investigate. As he reaches for his control panel you eject his pod leaving him gasping in the vacuum.

You're shaken back to your senses as the Cruiser docks. Go to 10.

▶

starforce captain

9. You are about to attempt a highly dangerous series of moves. Throw a 6 sided dice to check the outcome.
If the result is a 1, go to 27
if a 2 then go to 34
if a 3 then go to 3
If either a 4, 5 or 6 then go to 15.

10. The Starforce has a policy about Captains found without their Supervisor. They lock them in cells in the most remote and vulnerable part of the ship. That way if the Cruiser is attacked not only does the prisoner act as an early warning system, the screams amuse the crew and it also saves some of the Starbase Executioner's valuable time.

The guard who drags you away doesn't find your toolkit, which isn't surprising as he isn't trained to look for it.

So far, so good. The crew are following regulations to the letter, as indeed you hoped.

Now all you have to do is wait.
Go to 22.

11. As you near the source of the signal you discover that it's coming from an Epsylum Freighter. Acnt bleeps wildly — the Freighter is in big trouble. An enemy Starship has damaged it already and is coming in for the kill . . .
If you want to go to help it go to 25
If not, go to 28

12. The noise eventually dies down but then starts again. This time it's worse. A few seconds later your cabin door is ripped off and the Starforce is going to have to cope without another Captain who made a tasty snack for a hungry creature.

13. You manage to open the vents and clear the cabin of the deadly gas. You regain your feet as the smile is wiped off Grok's ugly features.
If you think it's time Grok went for a spacewalk without a suit go to 18
If you'll settle for a scowl and return to your mission then go to 9

14. Yes you've guessed it, this is the location that is impossible to get to without cheating or losing your way. Go back to 1 and try again.

15. Somehow you manage to dart into transporter range, recover the freighter's cargo and crew and head for the next planet on route. Grok, your supervisor, gets quite excited about the revenue expected from the cargo as it is stored in the hold but still reprimands you for not following Starforce regulations. A signal is despatched to Starforce Central which can only mean trouble.
Go to 2

16. The sight that meets your eyes sickens you. As your senses clear you begin to piece together what happened. Something slimy and horrible crawled out of one of the crates and chewed up Acnt (nothing less than he deserved) but what killed it?
To investigate further go to 5
To call Grok to help go to 20

17. Think carefully as you're about to make a career decision. Grok the Supervisor cautions you about your actions and reminds you of the joys awaiting you at Trooper level again.

Do you . . .
Back down and follow regulations — 31
Move closer to rescue freighter crew — 9
"Accidentally" eject the supervisor's pod — 35

18. You hammer the switch that sends Grok's pod spinning into space with its seals blown. You have little time to gloat as you dive in to save the freighter's crew. Go to 34.

19. A quick blast from your laser ends Grok's interference — but now you must work quickly and piece together what happened. You kick open one of the remaining crates and almost die as mounds of living slime fill the hold. Just in time you find two small gas cylinders and release one instinctively which almost immediately dissolves the monster. A few laser blasts tidy up the hold just in time. Finally you hide the other cylinder in your toolkit and get back to your cabin as the Starforce Cruiser, Grok alerted, docks.
Go to 10.

20. Grok might have his head full of figures but he knows a powerful weapon when he sees one.

▶

---

can't tell you the name because I'm afraid somebody would steal it."

Meanwhile, somewhere in the Wirrall, another of Britain's adventurers extra-ordinary is also hard at work creating a fantasy world — author of the Lords of Midnight and of Doomdark's Revenge, Mike Singleton.

Midnight, which was published nearly two years ago now, was an innovation, with its landscaped graphics and the combination of a quest and a wargame, Doomdark built upon the strengths of Midnight, and the game Mike is working on right now, the final part of the trilogy, will take the system even further.

Called The Eye of the Moon, Mike has, he says, about three months work yet to do.

"It's going to feature full colour panoramas in it," says Mike. "It's going to have a much bigger map — about 16,000 squares with over 130,000 views — all of them individualised. Every castle is going to be different, as is every mountain, and even every tree."

"There will be a series of tasks to complete — on a canvas that size, people are going to need something more immediate to focus onto."

"There are twelve realms in the game, each about half the size of the land of Midnight, and there will be a task associated with each realm."

Additionally, there are going to be 256 lords, each with an individual face half a screen high, and each with its own unique characteristics and loyalties.

A spokesman for Beyond, the company which published Midnight and Doomdark and which will be releasing Eye of the Moon, said that they were very excited with the game. "The map's so vast," the source enthused, "you can almost paper a house with it."

And, when that's out of the way, Mike has other plans afoot. "I'm working a graphics adventure it's huge, but that's all I can say."

Over in Dudley in the West-Midlands, another little band of stalwarts is busy plugging away at the keyboards — Gargoyle games.

Gargoyle first shot to prominence with Tir Na Nog, a graphic adventure based on the Irish legendary hero Cuchullainn, the Hound of Ulster. The company — Greg Follis, game designer and graphicist, Roy Carter, programmer, and Ted Heathcote, marketing — followed TNN with Dun Darach (a prequel featuring a younger Cuchullainn), Marsport, the first in the science fiction Siege of Earth Trilogy, and an 'Ultimate' style graphics game, Sweevo's World.

Die hard text adventurers may be spitting with fury at the inclusion of Gargoyle (and Mike Singleton!) in this column — but the Troll's answer to them is tough! Which is what the puzzles in TNN, Dun Darach and Marsport are. What's more, the graphics are superb, there's lots of subtle jokes, and you won't find a spelling mistake in any of the games, which can't be said of many text adventures!

Anyway, according to Greg Follis, Gargoyle has nearly finished its next release, Heavy of the Magic.

"It's room based," says Greg; "we've dropped the scrolling screen, and the main figure is 10 characters high, with a cloak constatnly in motion — we're heavily animating small movements."

As for the structure of the game itself, that too has been getting a lot of attention — "we've made the command language as simple as possible to leave the player time to play the game rather than move the character around — we're going for the atmosphere of Dungeons and Dragons."

And, for anyone who thinks it should be a text adventure, Grey has an answer: "what we're aiming for is a text adventure, where you abbreviate the input, make the controlling executive more intelligent and replace all the text output with an animated visual output — apart from that it's exactly like a text adventure," he claims, his tongue firmly attached to his cheekbone.

So that's what three of the country's adventure houses are up to — Level 9 still working away at text based adventures, Mike Singleton producing epic adventures with a panoramic sweep and a cast of thousands, and Gargoyle concentrating on intricate graphic adventures where the challenges are visual not verbal.

Whatever you like you should find one at least suited to your taste.

To my way of thinking, a good game is something that exercises your little grey cells, not something that stretches your trigger finger and revolves around the size of your synaptic gaps.

Like just about any area of computing, the skills and techniques used in adventure game programming have improved incredibly over the last year or so — Pete Austin claims he can now get text compression of around 40 per cent, and vocabularies of a thousand words and more, So let's hope the sales of micros pick up soon, because when that happens a lot more companies will bring adventures off the back burner.

Until then I guess we'll have to keep on relying on old faithfuls like the Austins, Mike Singleton and the Gargoyle team.

Next month we'll take a look at what some of the other adventure companies are working on right now — like the folk with furry feet who brought you the Hobbit and Lord of the Rings (Part One).

In the meantime, if you're stuck in an adventure or if you've successfully completed one, why not drop the old tavern a line?

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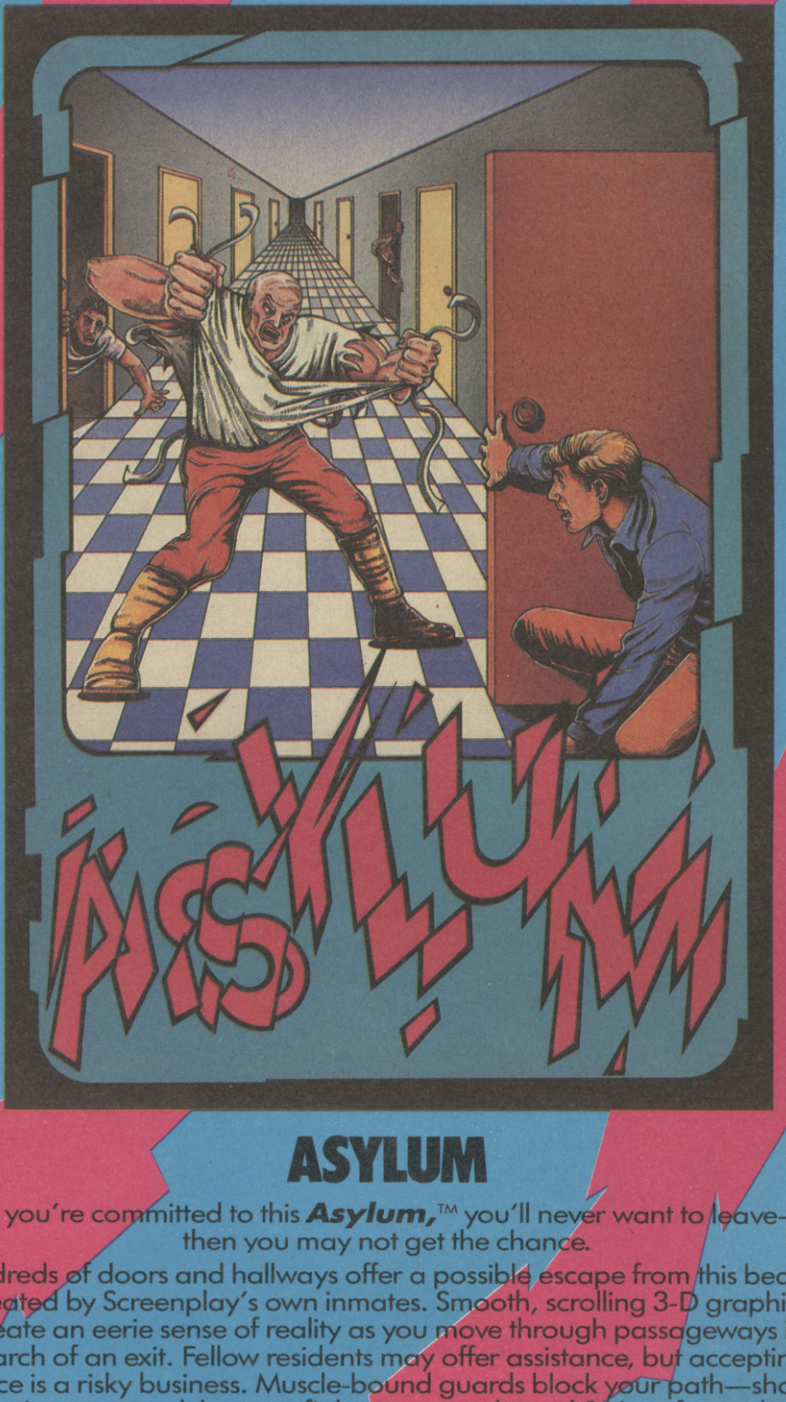

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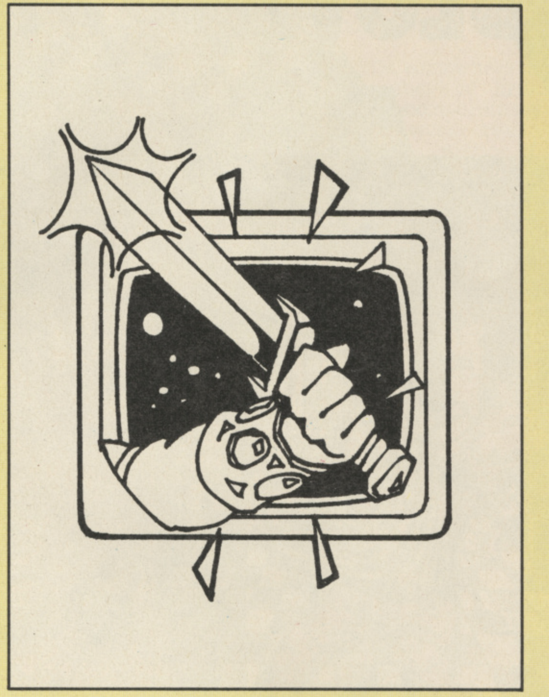

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You may find that our adventure writing series, Dungeon Dressing may help you with ideas as well as how to work them through and we have included a checklist written by DD's author to help you.

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Could it be you?

Adventure Writing Hints by Gordon Hamlett

1. Decide on a storyline
2. Write skeleton plots for the main areas of the game
3. List major problems to be solved
4. Expand basic plot to include sub-plots
5. Finish fleshing out story by including lesser problems
6. Consider all your ideas put together. discard any that don't fit into the storyline
7. Rework plot to fill any holes left by no. 6
8. Repeat nos. 6 and 7 until satisfied with the storyline
9. Draw a map of the locations and number them for reference
10. Write location descriptions
11. Place objects in appropriate locations
12. Check that the game's logic works. this means not just solving problems in the correct order, but trying all the 'wrong' ways that an adventurer might try

Other points

— Watch for obscure and phrases. don't use 'push portal' when 'open door' will do

— Check all your spelling

— Don't use obscure references that players cannot reasonably be expected to know. e.g. Your teachers' nickname

— Make sure that a player can explore the game to a resonable degree before he gets stuck. You might have a wonderful game, but if I can't get out of the first location, I wouldn't want to play the game again

— Enclose a copy of the solution

— Good luck

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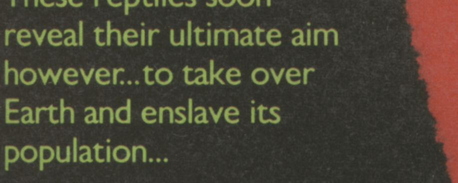

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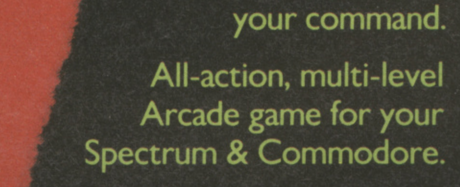

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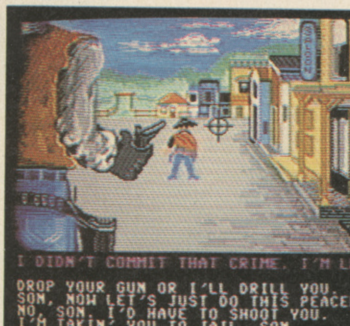
LAW OF THE WEST

by Accolade



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I DIDN'T COMMIT THAT CRIME. I'M LEAVING.

DROP YOUR GUN OR I'LL DRILL YOU.
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NO, SON. I'D HAVE TO SHOOT YOU.
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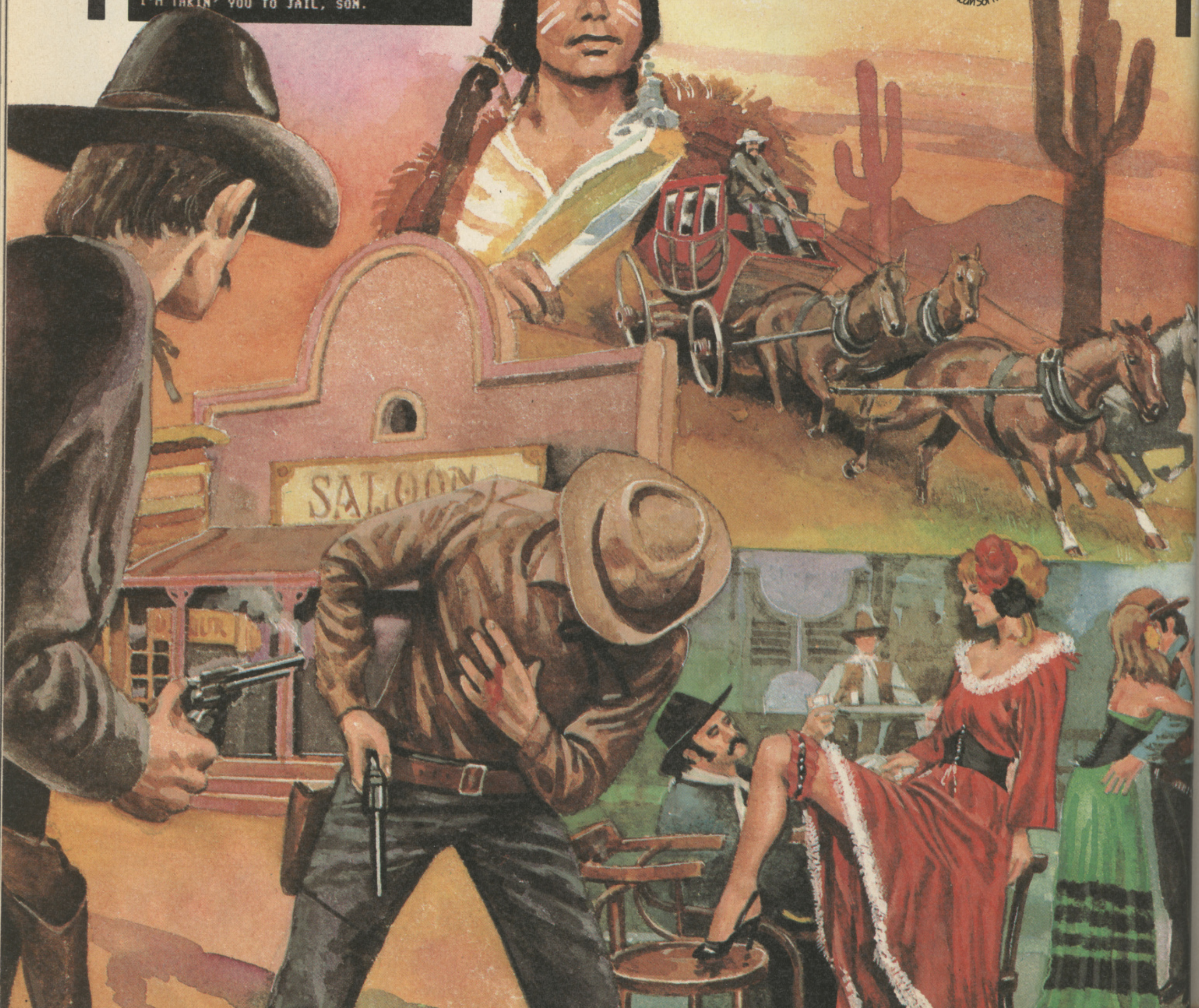


Dungeon Dressing

Gordon Hamlett shows you how to put the fight back into your adventures.

Unless your name happens to be Conan, the chances are that whenever you draw your sword, the opposition is going to put up at least some token resistance. Great victories in battle are, after all, the stuff from which legends are made and songs sung. OK, so you rescue the princess, but it's much more likely that you remember the death or glory struggle with that dragon or how you single-handedly took out a dozen orcs.

Combat is beginning to put in an appearance in adventures, albeit in a limited form. As adventures move closer to roleplaying games, it is an element of game playing that is likely to become increasingly sophisticated.

Most current adventure combat takes the form of "kill troll with sword" or similar. A few games give your character a strength rating or some other numerical value. The computer then compares this number with that of your opponent and prints the result. This then continues until one of you is dead. Obviously, this is fairly simplistic, so here is a look at some of the factors which may determine how you fight your battles in the future. Already, some of these features have been implemented in games such as Alternate Reality (see last month's Gamer for an in depth review).

The combat sequence can be divided into two main sections, offense and defense. There is also a general section at the end, covering one or two other bits and pieces.

DEFENSE

Armour — Different types of armour offer your body differing amounts of protection. The better your armour, the less chance your opponent has of hitting you but be warned, heavy plate armour would considerably reduce your agility.

Shields — Shields and helmets also improve your defense. Note that you cannot use a shield with certain weapons such as a two-handed sword.

Health — Your body can only sustain a certain amount of damage. As you become weaker, so it becomes harder to defend yourself.

Agility — This is important in defense as well as offense and determines how well you can dodge and parry opponents' blows.

OFFENSE

Strength — This is more important for the amount of damage you cause rather than improving your chances of hitting.

Health — If you are wounded, you will not be able to attack with as much vigour as before.

Agility — This concerns hand-to-eye co-ordination. The better it is, the greater your chance of striking a blow.

Aim — Which part of the body you try to hit. It is a lot harder to hit the head rather than the body, but you do considerably more damage if you succeed.

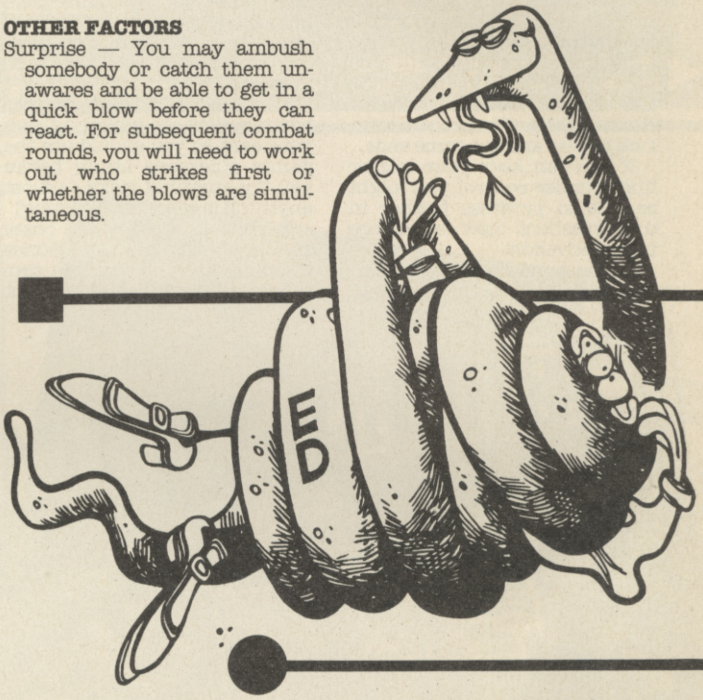
Weapon — Different weapons have different characteristics. A two handed sword will do more damage than a normal one but will offer less in the way of defense (you are committed to attack with the two hander). Some creatures can only be hit with edged, non-edged and magical weapons. Werewolves can only be killed with silver weapons.

Aggression — Do you go for all out attack or do you play it cagily and retain some chance of defending yourself.

Skill — The greatest swordsman in the world could fight like a complete duffer with an unfamilair weapon. It takes time, training and experience to become proficient in the use of a specific weapon.

OTHER FACTORS

Surprise — You may ambush somebody or catch them unawares and be able to get in a quick blow before they can react. For subsequent combat rounds, you will need to work out who strikes first or whether the blows are simultaneous.



Distance — Some weapons such as bows, crossbows, slings, hurled spears etc are fired from a distance. Succes with these items is likely to be determined by skill and agility rather than strength. There is an optimum range for each weapon and anything nearer or further would reduce its efficacy.

Conditions — These may well modify one party's chances of hitting. The ground may be slippery or the battle may be in a river. It may be dark or your opponent may be invisible. He may simply know the terrain better than you which will give him a slight advantage.

Attacks from behind — These will negate any bonus there is for shield, agility etc. This also applies if you are attacked by more than one opponent.

As can be seen, combat can be very involved. Imagine if all the above were programmed into a game. You might just start to believe that you really did kill that dragon after all.

Next month, I will take a look at how these factors fit together and show how you put a decent combat system into your games.

ADVENTURE REVIEWS

Title: Borrowed Time
Computer: C64 (Disk)
Supplier: Activision
Price: £14.99

You are Sam Harlowe, a small time detective whose never hurt anyone — except the twenty people you're about to put away.

One day the office phone rings and a voice warns you that someone wants you dead. You see a shadow at the window — you turn and shoot your trusty .38 and kill an innocent window cleaner. Soon the police arrive, lock you up and the game ends.

If you can keep your trigger finger under control you might be able to progress further in this excellent new adventure from Activision.

As the game unfolds you must try and find 20 suspects and nail the one that wants you dead — before he gets you. This isn't going to be easy as a couple of thugs are waiting just outside your office door. A quick dash past them and your in an hotel lobby and you dive for cover behind a chair. All you have to do is escape.

It's difficult to plan escapes when bullets are whistling past your ears so you should use the games quicksave utility before you try anything risky (almost anything is risky in this game).

Borrowed Time just oozes quality both in the games graphics and the features provided to take some of the pain out of adventuring.

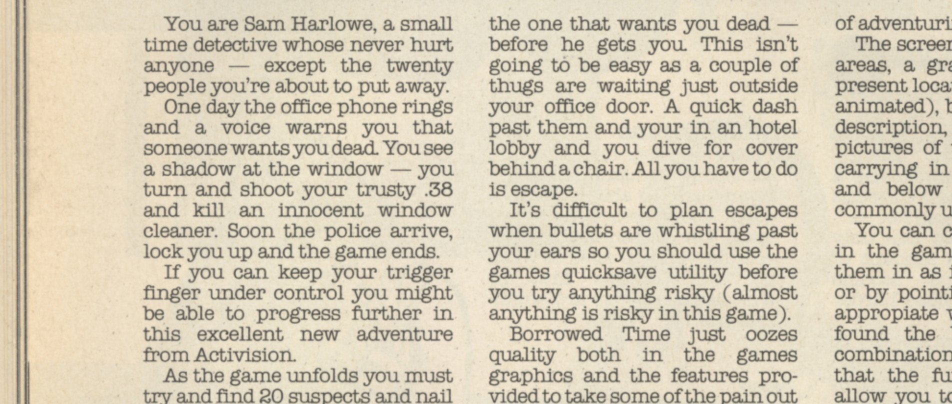
The screen is divided into four areas, a graphic view of your present location (these are often animated), below that the room description, alongside are pictures of the objects you are carrying in an inventory area and below that two lists of commonly used commands.

You can control your actions in the game either by typing them in as in other adventures or by pointing a cursor at the appropiate words in the lists. I found the best way to be a combination of the two, Add to that the function keys which allow you to load and save the game postion, repeat last command entered and construct long sentences for you to quickly finish such as 'Tell Me About . . .'

All these features along with the games excellent vocabulary allows you to concentrate on the considerable problems facing you in the game.

A fascinating game where just staying alive will challenge players enough to make them return to the game time after time.

Storyline	●●●●●
Atmosphere	●●●●●
Difficulty	●●●
Value for money	●●●●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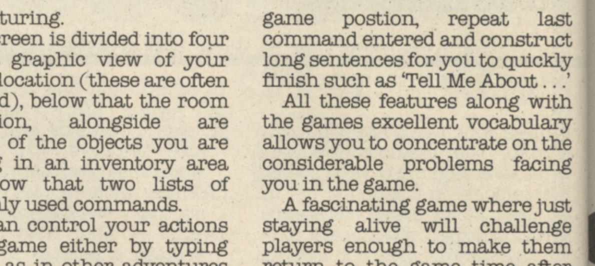
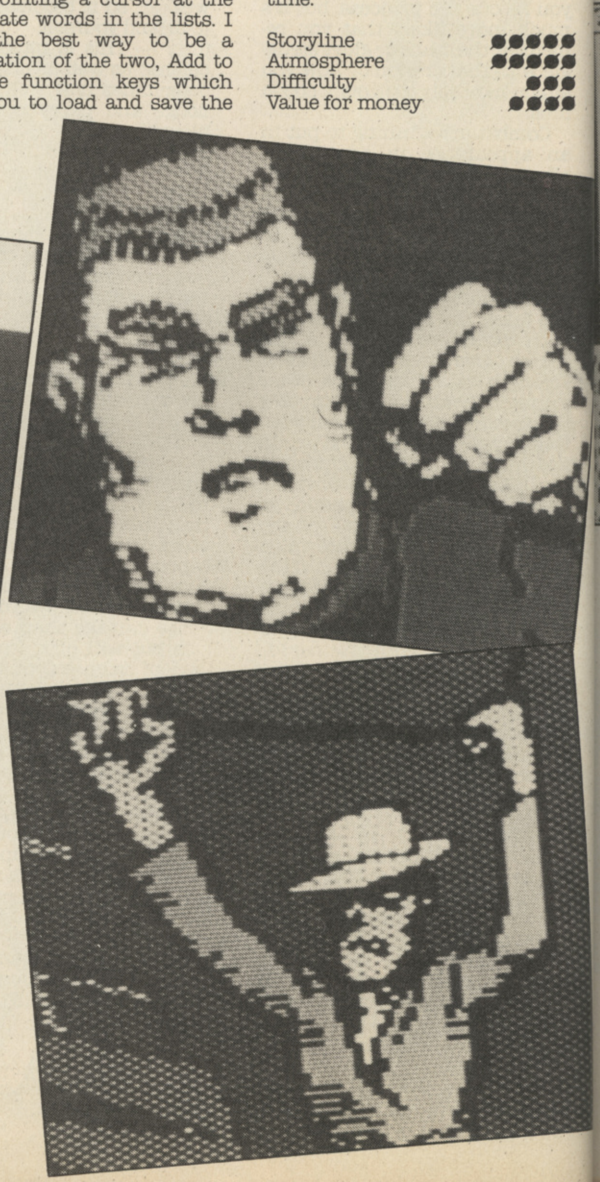
Press: 1> To start the game
2> To see the living tutorial





Title: The Star of the Void
Computer: BBC 'B'
Supplier: Black Knight
Price: £7.95

You are seeking the Star of the Void at the request of the Seven elders. Several warriors have gone before you and not returned. The star is protected by the Seven who, though dead for a long time, still serve even though they shun the light and hide from man and demon.

Star of the Void is a text only adventure featuring over 130 locations. The room descriptions are reasonable although screen presentation spoils them slightly with words being split in strange places at the end of lines. There are also one or two spelling errors despite claims from the authors that the game has been thoroughly checked.

There are some interesting and original problems to be solved although they form a fairly disjointed collection. A knowledge of ornithology may come in useful here. There are magic words to be learned and a vicious troll be be outwitted.

The game's vocabulary is fairly limited. 'Examine' is not understood, nor can you take a drop all. Do not be put off if the program says that it does not understand a certain word. It might understand it in a different location. For example, if you try to open a door when there is none present, the response is that the command is not understood. You can argue that no-one is going to try this anyway but people do lose their bearings in adventure games and it really should be error-trapped with a response such as 'There is no door here to be opened'. The instructions say that 'I' can be used as an abbreviation for inventory but it is not so, 'inv' must be used instead.

Star of the Void is a pleasant enough game that could have been improved considerably with a bit more care. As it stands, if feels and plays somewaht disjointedly. There are better adventures around.

Storyline	●●●
Atmosphere	●●
Difficulty	●●●
Value	●●●

starforce captain

Throw one dice.
If the result is even go to 26
If it is odd go to 19

21. You turn to look for Acnt but the dim droid seems to be missing so you'll have to go yourself.
If you want to go, go to 30
If you'd rather ignore the noise go to 12

22. Your luck is in. Following regulations the crew has obviously fully examined your cargo and opened the remaining crate . . .

The screams even filter through to you as the slime engulfs the ship.

Then, you release the gas and wait.
Go to 33

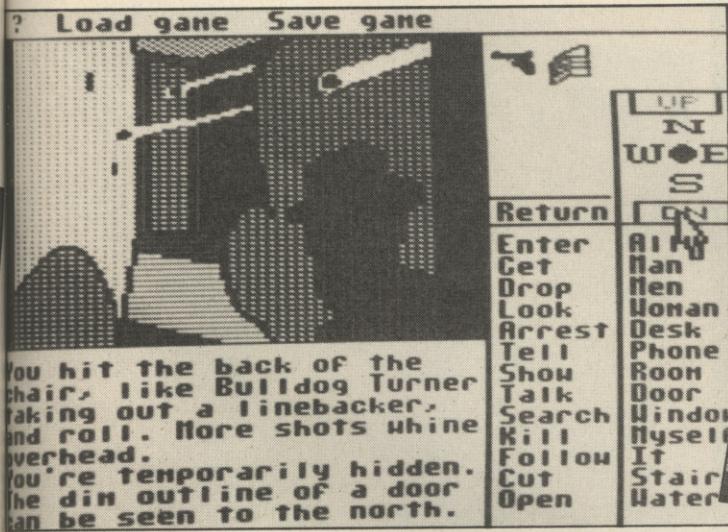
23. Your Supervisor curtly reminds you that the Starforce Rescue Tax is currently at 67% and sets you on course for the signal.
Go to 11

24. Great bulbous mounds of slime bellow out of the crate and almost swamp the hold. You blast away with your laser and manage to buy enough time to open the cylinder.

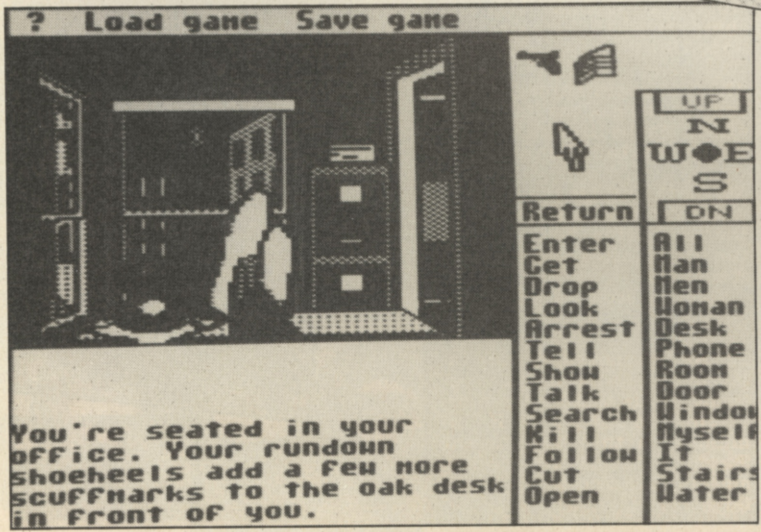
The result is spectacular — the slime is almost totally dissolved in a matter of seconds. You fry the remains in an attempt to tidy up. Finally you grab the last cylinder and hide it in your Troopers toolkit before returning to the cabin before Grok gets too suspicious.
Go to 8

25. Who do you think you are, Captain Kirk? You're not and

▶



ou hit the back of the
hair, like Bulldog Turner
aking out a linebacker,
nd roll. More shots whine
verhead.
ou're temporarily hidden.
he dim outline of a door
an be seen to the north.



You're seated in your
office. Your rundown
shoeheels add a few more
scuffmarks to the oak desk
in front of you.

starforce captain

your ship is definitely not the Starship Enterprise. Your Supervisor ejects just before you and your ship are destroyed.

Better luck next time, perhaps such reckless heroic behaviour will be screened out at Trooper level.

26. Grok surprises you with his tremendous speed as he knocks your laser away with one hand and kills you with the other in a single blow.

The Starforce may have lost a Captain but they've just gained a terrible weapon.

27. The Supervisor decides that it's time you retired and hits a button on his panel.

You collapse on the floor as gas fills your cabin.

Throw one dice.

If the result is even go to 37
If it is odd go to 13

28. Acnt informs you that you are beyond the safe distance for transporting lifeforms but only just outside the Starship's sensors.

Your Supervisor instructs you to follow Starforce regulations and beam aboard the Freighter's cargo leaving the non-profitable lifeforms to the enemy.

If you follow the regulations go to 31
If you decide that you've had enough, go to 17

29. You reach the next planet safely but when you check in your cargo a reception committee is waiting for you. You are tried and executed on charges of piracy. Better luck next time.

30. Just as you get to the hold door it all goes quiet — too quiet. To enter the hold go to 36.

31. There just isn't any hope left for you. Perhaps in a year or so Acnt will let you see his incredible collection of red tape, perhaps you'll even start your own. Until then enjoy your long and tedious career.

32. Four planets later a tremendous noise fills the ship — and it's coming from the hold. Grok orders you to investigate.

Do you . . .

Ignore it, go to 12
Go and have a look — 30
Send Acnt — 21

33. Finally all is quiet and the ship is yours.

Picking the lock is easy to an ex-trooper but cleaning up the ship is going to take longer. The dead crew are everywhere — a leg on the control panel — an arm in the air vent — the crew is everywhere.

Go to 38

34. Somehow you manage to rescue the crew from the freighter but your supervisor has ejected fearing his own safety.

It is of course illegal to be caught in deep space without your Starforce Supervisor which gives you and your new friends a problem.

You could try and run for the border in which case go to 6
or you could continue your run and try and bluff it out, to go 29

35. Your thoughts about rescuing the freighter disappear as now you have your own neck to save.

Two options are open to you. Either:
make a run for deep space and try to get beyond the Starforce border, go to 6
or, pretend nothing happened and continue the run. Go to 29

36. Suddenly you feel something shaking your shoulder. You look up and see your mother telling you to get up. It's all been a dream, you think. Your mother slowly turns into the hold door as she says "No, this is a dream" and vanishes. You really must learn to concentrate.

You arm your laser, left over from your Trooper days and charge through the door.

Go to 16

37. Pain soars through your body as the gas has its deadly effect. Maybe life as a Trooper wasn't that bad after all?

38. On the bridge the scene is worse but you manage to find the warp drive. You punch in the co-ordinates and head for free space.

Coming soon — Starforce Rebel.

39. He is annoyed at your interruption as he has just lost count in his third tally since leaving the last planet. He reminds you that the current Starforce Rescue Tax is 67% and lays in a course.

Go to 11.

Title:	**ID**
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Supplier:	**CRL**
Price:	**£7.95**

An early contender for the strangest game of the year, CRL's latest release ID is something that defies description. It is, basically you talking to the computer and trying to find out about yourself before you, the computer or both of you goes mad.

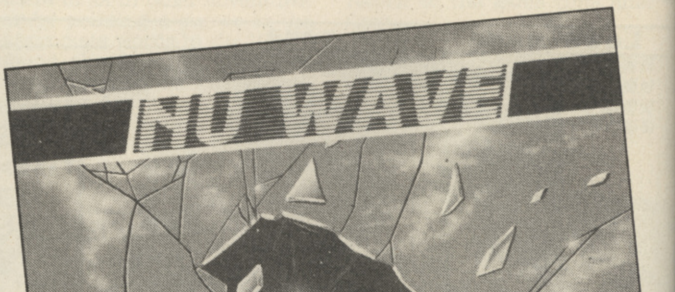
ID is an electronic personality that was transmitted across the galaxy in the days before man existed. Purely by chance, it happened to land on Earth. By doing nothing but watch human history develop it has an enormous store of knowledge if only you can tap that source. You can learn from it, teach it and help it, but first you must gain its trust. The bulk of the screen is devoted to your conversations, but at the bottom is a box representing the percentage trust that you have achieved. This starts at zero and you must take it all the way to 100% if you are to succeed.

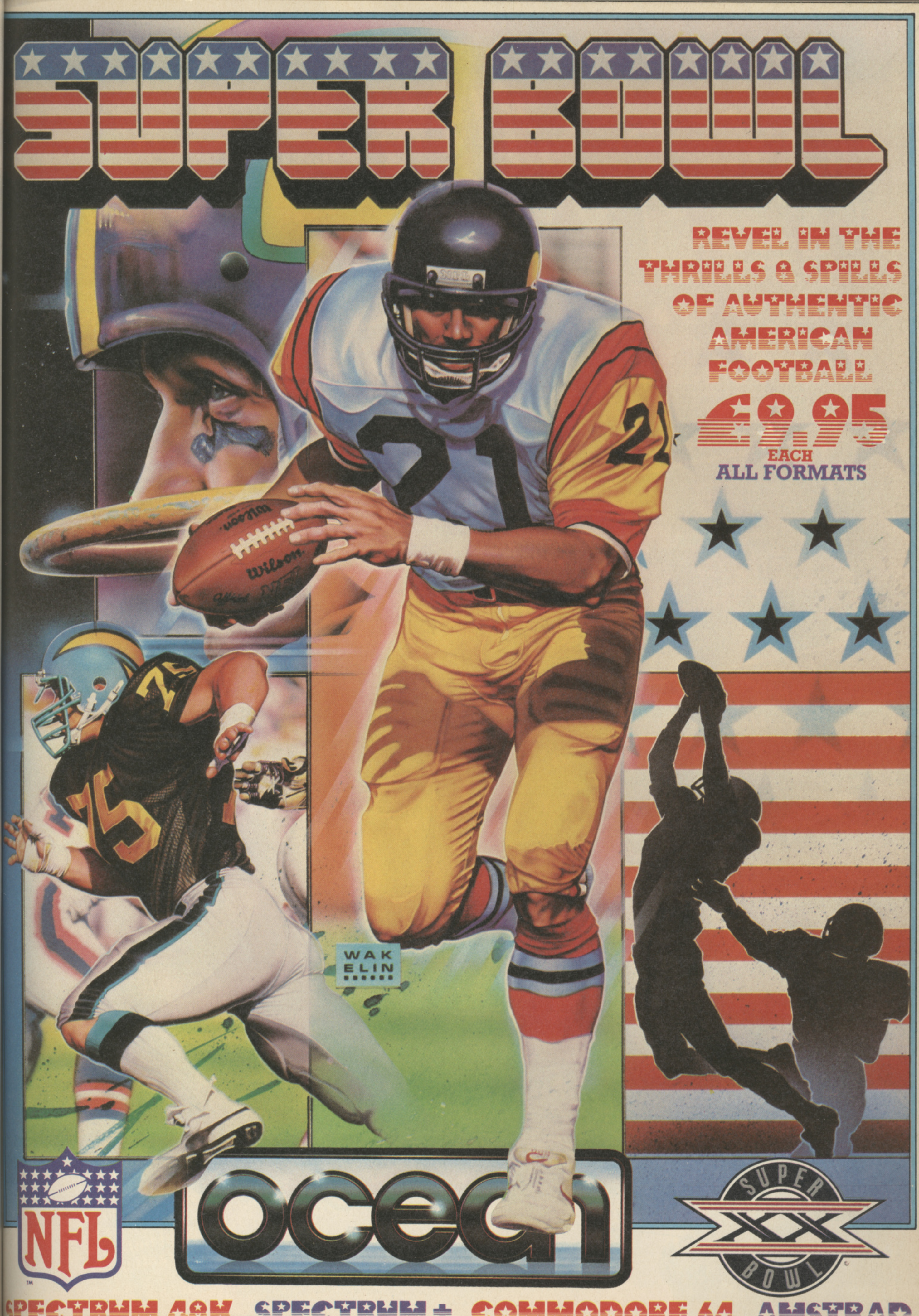
You can ask or tell ID anything you like, but what sort of responses you get depend on what sort of mood he/she/it is in ranging from happy through neutral to gloomy and sad and including a strange feeling that it calls scrungy. It is difficult to know what to say to ID as its response vary every time you play although you can save your current position.

Certain words or phrases stir some sort of emotion deep within ID and your trust starts to rise. ID may ask you questions about your favourite colours or friends or ask you to give the name of something tall etc. The answers you give affect ID in curious ways and he may end up telling you that blue was never his favourite colour, or it once was, or both! You scratch my back and I'll steal yours ID replied cryptically to one of my comments.

With a trust factor of well over sixty per cent, Is still had not got the faintest idea what was going on. The comments I was typing in were certainly getting odder. ID of course would just argue that I was going mad, The worrying thing is, it might just be right!

Storyline	●●●●●
Atmosphere	●●●
Difficulty	●●●
Value for money	●●●

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READERS C-L-U-B

Big changes are about to happen in the Computer Gamer Readers' Club. Rea
on to find out more . . .

Nearly a year ago, Computer Gamer launched the first ever readers' club. There was a massive response — greater than we had imagined in our wildest dreams.

People applied from all over the world, and an age range from 6 to over 60. They received the club newsletter with up to the minute news, reviews, competitions, and answers to our puzzles. As well as free delivery of this, members also had the right to participate in our unique ratings system that means you can prove your games playing prowess.

So what's new? Well, due to vastly improved production schedules on Gamer, as well as bringing you even more current news and reviews, we can include the newsletter in the main magazine. This will give it a much wider audience — as well as keeping our post bill down!

The format will also change. From now on the club pages will be used for FREE contacts, in three sections.

Section one will be for clubs, so if you have a local computer club that you wish to promote, fill in the form and it will be included.

Section two will be for Sales and Wants, if you want to sell something computer related or you want to buy something then this is the section for you.

Section three, general contacts. This is a general section for contacting other people, if you want a computer pen pal, or want to start a club, or can offer help with a game, then include yourself in this section.

The general rules for these sections are simple. All applications MUST be on the correct form. 30 words maximum. All forms must be completed in block capitals. Personal only — no trade. We take no responsibility for the consequences of any sale or contact made. Include a large SAE for replies.

Contacting will work along the lines of a PO box system, except that it will be membership numbers. No addresses will be included in the ads, only a number. If you want to respond to an ad, then you send the letter to us at the following address:

Club Contacts
Computer Gamer
1 Golden Square
London W1R 3AB

With the number that you wish to contact written on the back. We will then forward the letter on to the appropriate person. If you are not a member of the club already, then you can always send your application in with your contact coupon.

All you have to do is fill in the following questionnaire (to help us identify your particular areas of interest) and send it to:

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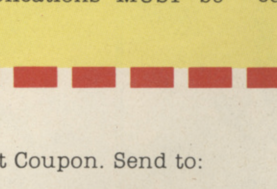

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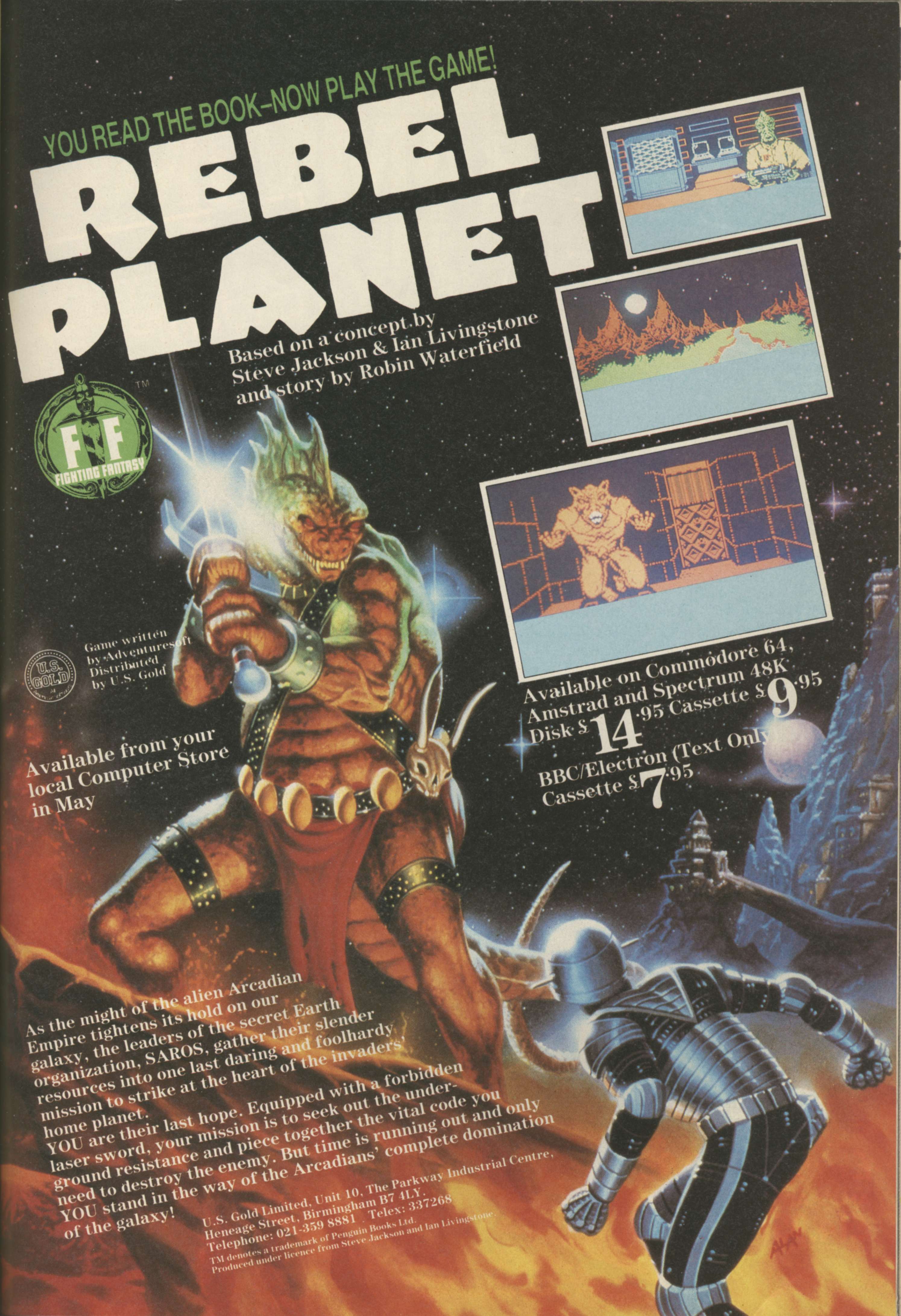

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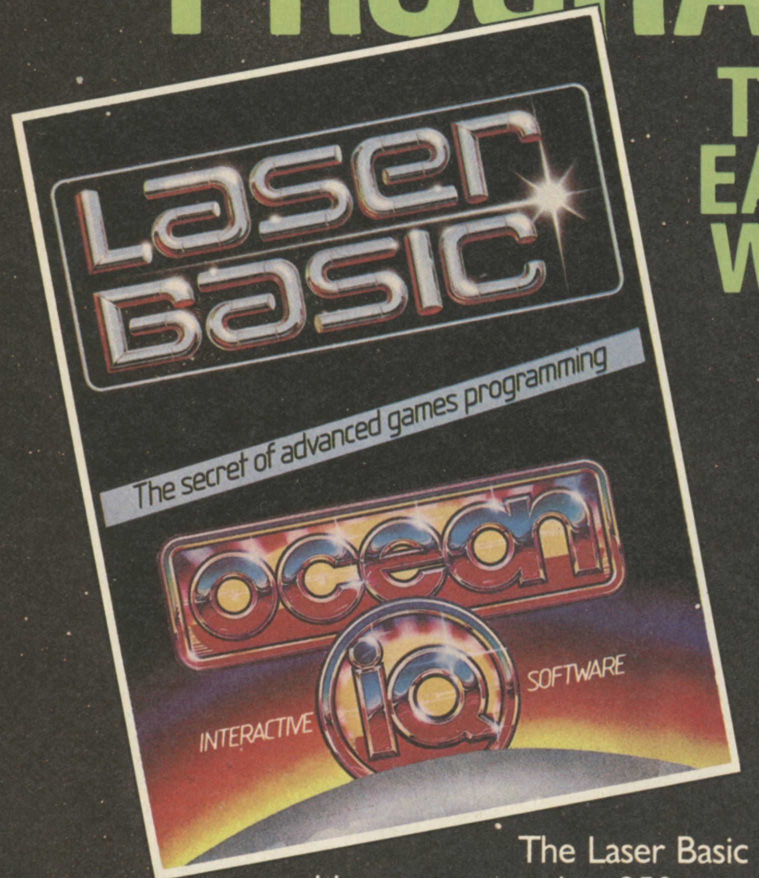

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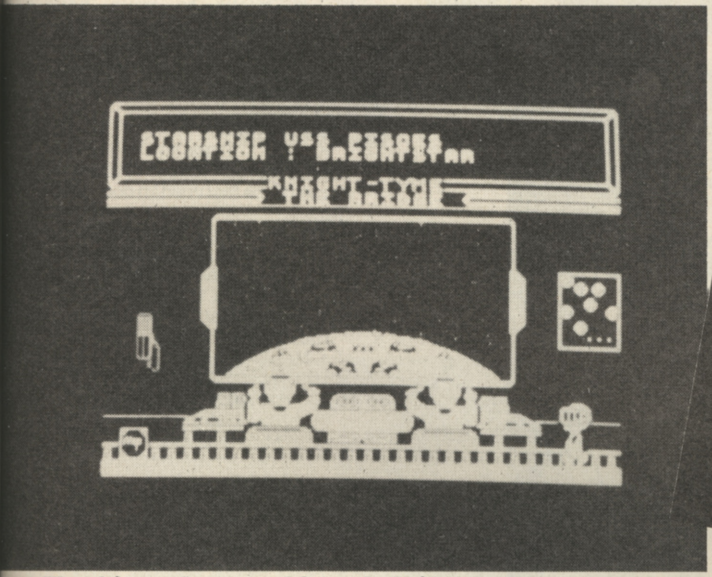
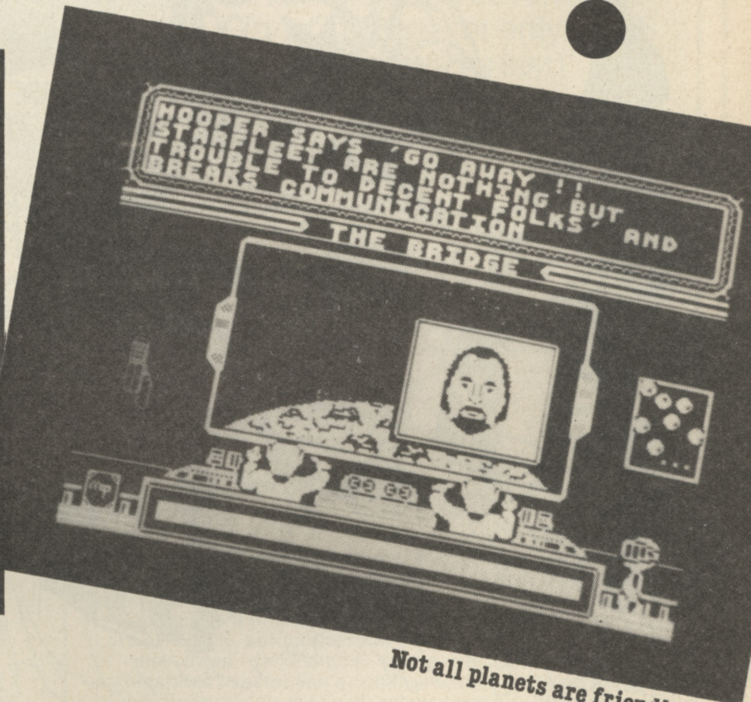
Knight Tyme

Tony Hetherington explores the incredible world of Knight Tyme.



The ship can be steered from the bridge.



HOOPER SAYS 'GO AWAY !!
STARFLEET ARE NOTHING BUT
TROUBLE TO DECENT FOLKS' AND
BREAKS COMMUNICATION

Not all planets are friendly.

Knight Tyme is the latest in Mastertronic's excellent M.A.D. range of games and is the sequel to Spellbound which was featured in depth in the February transmission of Gamer.

It is also one of the first games to be specially written for the 128k Spectrum. A 48k version will be available in a cut down version.

The story begins just after the end of Spellbound where our hero, the Magic Knight, has just saved Gimbal the Wizard. Instead of receiving his just reward he is cast forward in time where he arrives, as a stowaway, on the USS Pisces on a peaceful trading mission in the 25th century.

To complete the game you must guide our hapless hero to a Tyme machine before the 'Paradox Police' track him down and neutralise him.

Windimation

Knight tyme uses the unique windimation control system pioneered in Spellbound which features the combination of animated graphics controlled by commands selected from window menus.

The actual command options displayed depends on your location and the objects that you are carrying and wearing.

For example, if you are in the control room 'steer the ship' appears as an option in the main menu screen. Throughout the game these options are controlled either by joystick or a user defined keyboard.

The USS Pisces

Onboard the USS Pisces you will meet a variety of characters and objects as puzzling as the problems you will have to solve.

Your mission seems simple— you are on a fully crewed and equipped ship and all you have to do is travel to sector two and find a tyme machine. However, as you start the game sector two seems light years away. You find yourself on a strange ship where everyone ignores you. Eventually you remember to remove your invisibility cloak and you make some progress.

The ships' transporter, Derby IV provides some help and you're supplied with a blank ID card which when supplied with a picture will help you control, what is nicely described as 'the non electronic' element of the crew.

Soon you will be able to steer the ship around the planets in your new found galaxy but until you discover a way to mend the ships transporter you will be stuck until you run out of 'McTablet' food and die.

At the moment the transporter splits your atoms only to re-assemble them in mid space in the shape of a buttery which is described as a pretty way to die.

This is typical of the humour that is consistent throughout the game, Some of the characters

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FORWARD
INTO THE NIGHT
TYME & TIDE WAIT FOR NO MAN!

on the ship include Thule who is a fool, Murphy who likes potatoes and Borrin who is even more dull when he is asleep.

Planets that you can visit include such exotic places as Serendip, Aridia and Pern as well as Revenue which is the home of the central taxation office.

Throughout the game you will find objects of many sizes, shapes and uses. Some will be vital to your survival, if only you could discover how to use them, others will be pointless and some complete red herrings.

A particular favourite of mine is the one described as the 'three credit plastinote, which can be further examined by reading, It is in fact a note crediting the three people involved with the game. David Jones for the game design and programming, for the graphics and the now compulsory Rob Hubbard for the music.

The most annoying object is without doubt the pot of glue which when examined further is described as very sticky stuff. Unfortunatelyu when you pick it up it sticks to your hand restricting the number of objects you can carry to only four. Yes, I know it's obvious, but why do I still pick it up!

Conclusions

Knight Tyme is the third of Mastertronic M.A.D. range of games to be featrued in computer Gamer.

Knight Tyme continues the incredible quality that has become a trademark of this range and is a worthy follow-up to the exceptional Spellbound.

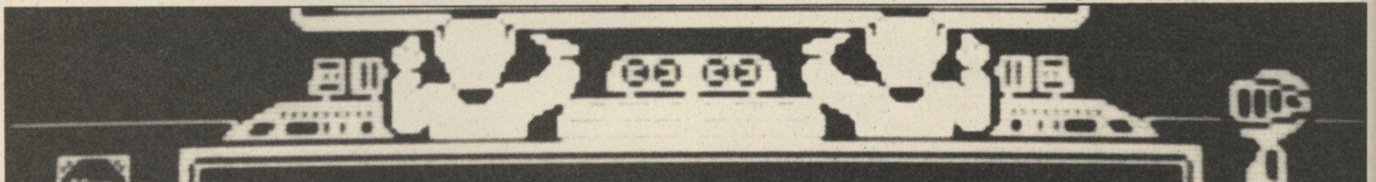
Incredible though it may see, the M.A.D. games are still only £2.99 even in the expanded 128k version.

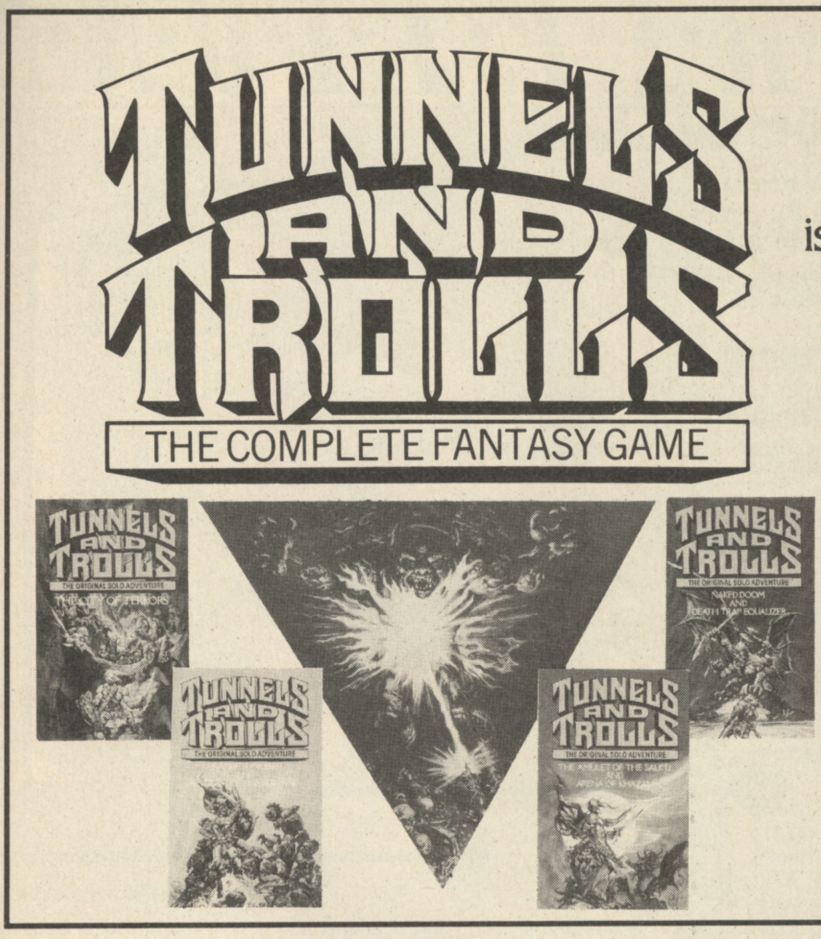
Congratulations to David Jones and Mastertronic and I, for one, can't wait for the third in this series, Stormbringer.

PLANET RATING

Originality	●●●●
Graphics	●●●●
Use of machine	●●●●●
Value for money	●●●●●

STAR RATING
Supernova

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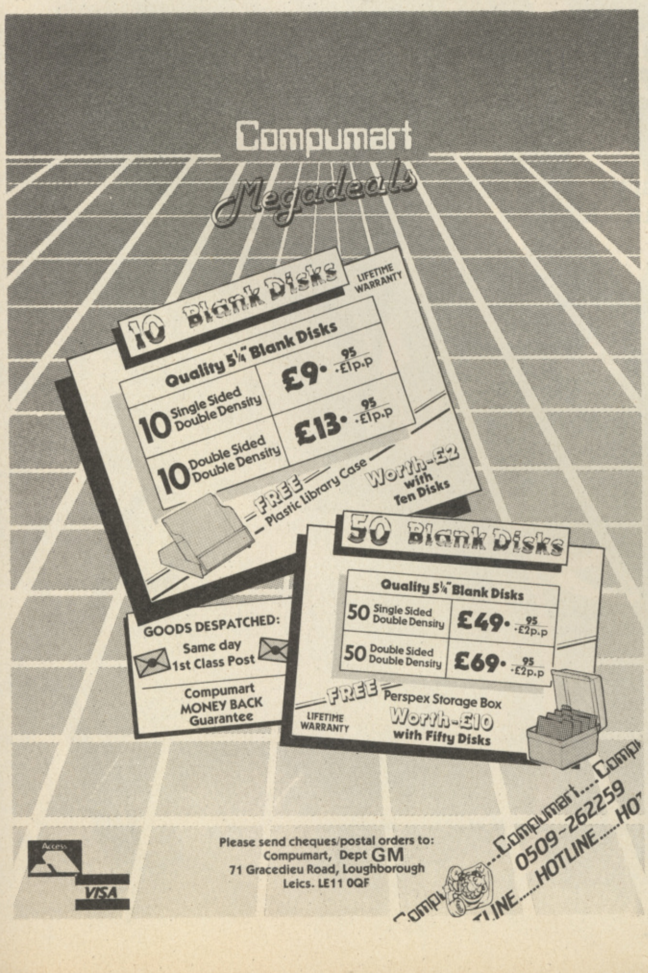
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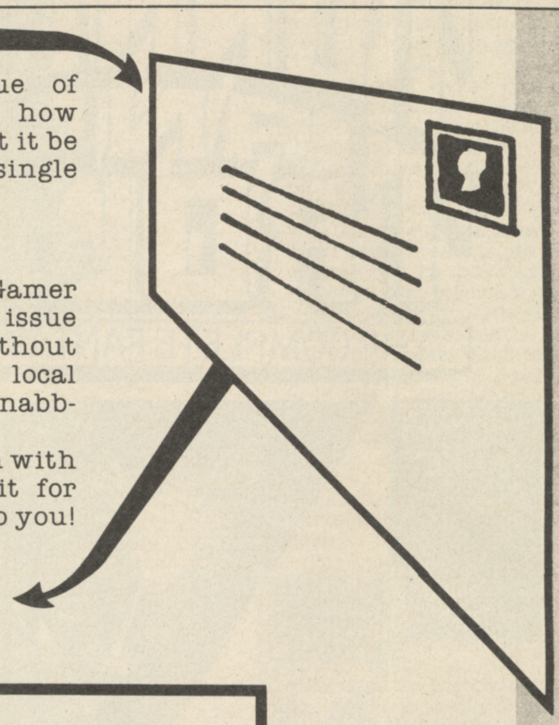

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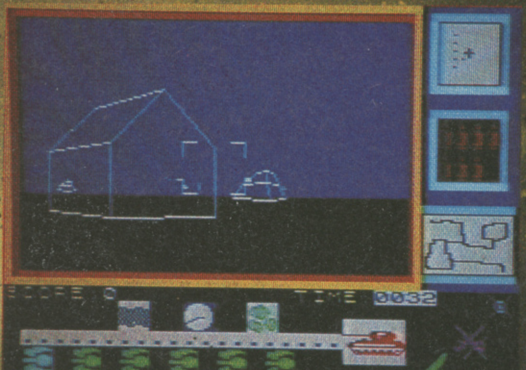

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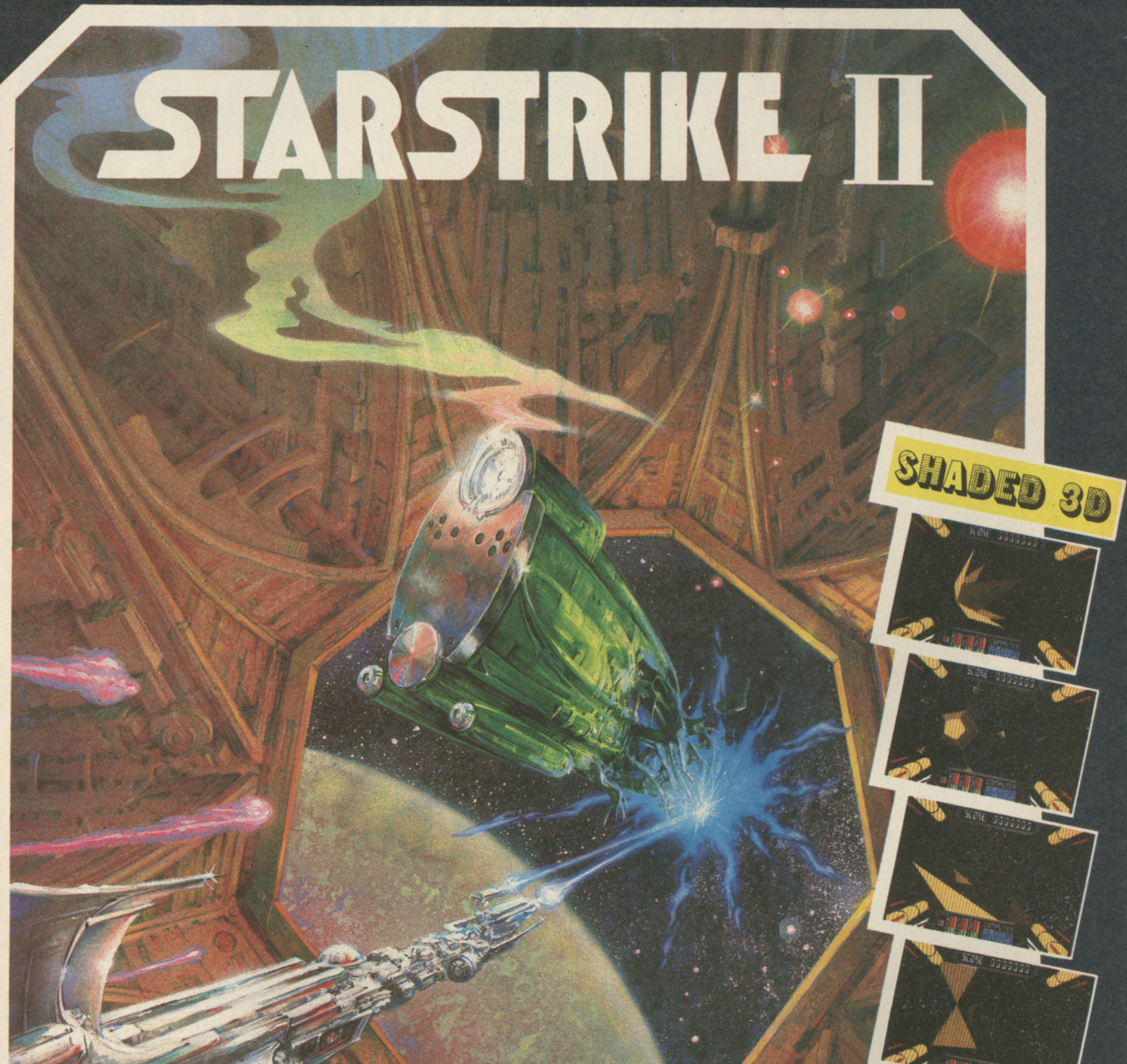
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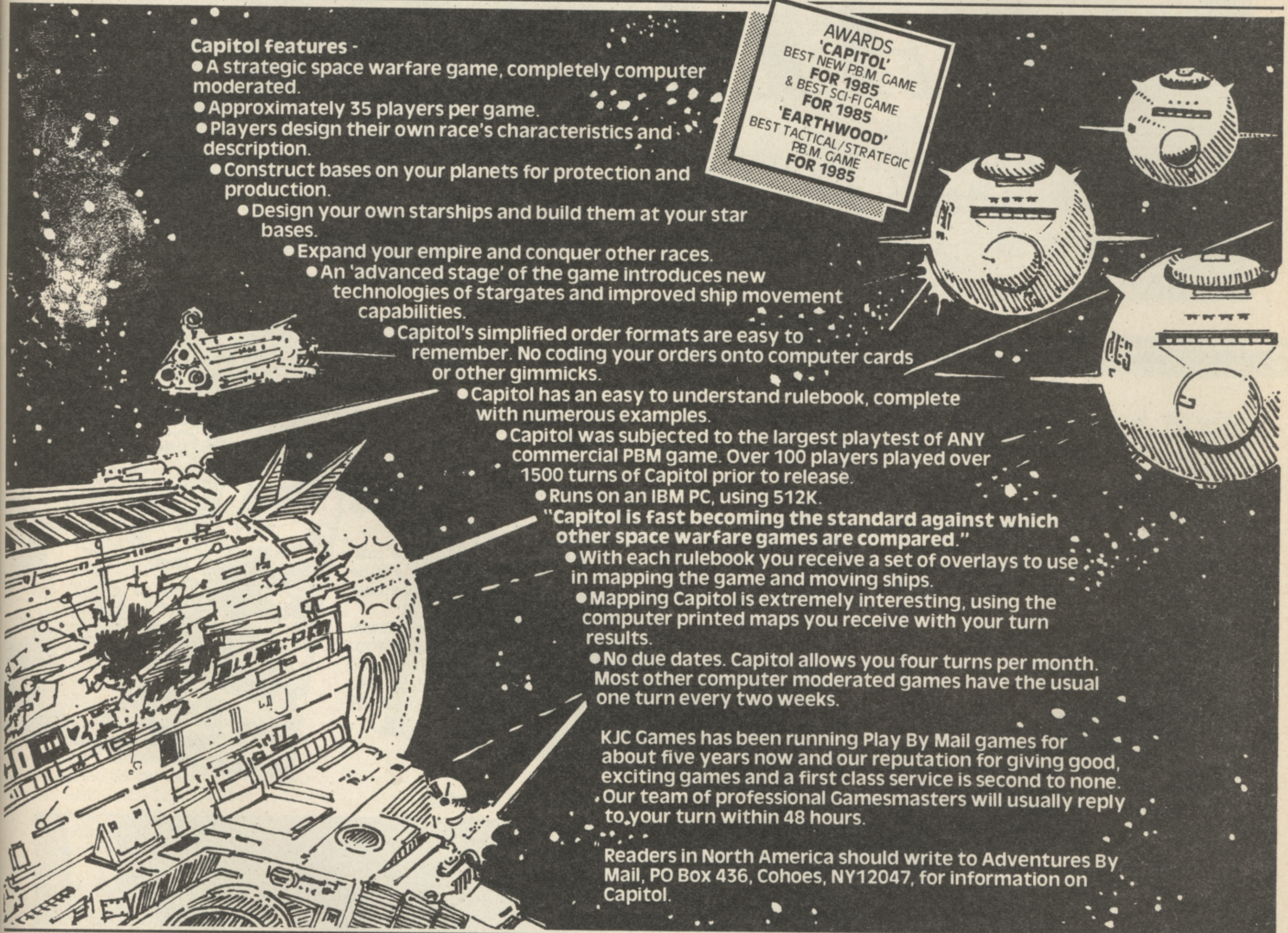

AWARDS
'CAPITOL'
BEST NEW P.B.M. GAME
FOR 1985
& BEST SCI-FI GAME
FOR 1985
'EARTHWOOD'
BEST TACTICAL/STRATEGIC
P.B.M. GAME
FOR 1985

Capitol features -

- A strategic space warfare game, completely computer moderated.
- Approximately 35 players per game.
- Players design their own race's characteristics and description.
- Construct bases on your planets for protection and production.
- Design your own starships and build them at your star bases.
- Expand your empire and conquer other races.
- An 'advanced stage' of the game introduces new technologies of stargates and improved ship movement capabilities.
- Capitol's simplified order formats are easy to remember. No coding your orders onto computer cards or other gimmicks.
- Capitol has an easy to understand rulebook, complete with numerous examples.
- Capitol was subjected to the largest playtest of ANY commercial PBM game. Over 100 players played over 1500 turns of Capitol prior to release.
- Runs on an IBM PC, using 512K.

"Capitol is fast becoming the standard against which other space warfare games are compared."

- With each rulebook you receive a set of overlays to use in mapping the game and moving ships.
- Mapping Capitol is extremely interesting, using the computer printed maps you receive with your turn results.
- No due dates. Capitol allows you four turns per month. Most other computer moderated games have the usual one turn every two weeks.

KJC Games has been running Play By Mail games for about five years now and our reputation for giving good, exciting games and a first class service is second to none. Our team of professional Gamesmasters will usually reply to your turn within 48 hours.

Readers in North America should write to Adventures By Mail, PO Box 436, Cohoes, NY12047, for information on Capitol.

EARTH WOOD

25 players compete to be the ultimate ruler by controlling all the developed cities, either singularly or with an alliance. A typical game will last about 18 months, with the first knockouts usually starting after six months. Each player is either a king of a fantasy race or a powerful charismatic character. You can recruit trolls, wildmen and control powerful creatures such as dragons. Your characters will capture and control cities, upon which you can spend gold to improve security, workshop production, defences, and maintain and enlarge your army. With gold, your wizards undertake magical research. Spies search out enemy strongholds and then attempt acts of sabotage, theft and assassination. These are just a few options available to a player in Earthwood. Earthwood is computer moderated but the turn sheets and replies are written in plain English. No need to look through complex charts and code books to understand this game.

CRASIMOFF'S WORLD

Europe's most popular Play By Mail game - the fantasy campaign game with over 1,000 player parties already participating. To enter, send £6.00 for rules, setup, first three turns and copy of latest newsletter. Further turns £1.75 each.

NEW

CAPITOL

To enrol in Capitol send a £6.00 cheque/PO/International Money Order payable to KJC Games. For this you will receive the rulebook, setup and first two turns. Each turn of Capitol costs £1.75 for the first 60 orders. Each additional 30 orders costs 75p. European players are welcome.

EARTH WOOD

To enrol in Earthwood send a £5.00 cheque/PO payable to KJC Games. For this you receive the rulebook, setup and first three turns. Future turns are £1.50.

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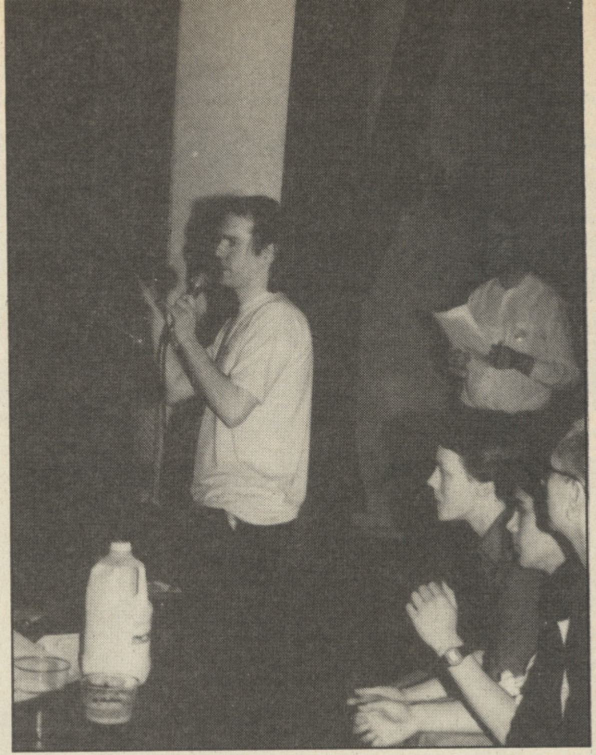
PBM UPDATE

This month we report from the first ever British PBM show and present the Computer Gamer PBM awards.


Mike McGarry the show organiser.

Play By Mail gaming is an unusual hobby with hundreds of players competing against other gamers throughout the country and even the world. It was inevitable that the first ever British PBM convention held at Islington Town Hall in London would prove to be an unusual and thoroughly enjoyable day out.

The convention gave players a chance to meet others who they had written to for months but never seen, chat to GM's and see what the companies are planning in the coming year.

Gamer was there not only to bring you the latest news but also to sponsor and present the 1986 PBM awards.

The results are presented below starting with the award for the Computer Gamer PBM company of the year.

Company of the Year

1st — Sloth Enterprises
2nd — KJC Games
3rd — Mitre Games

In the PBM equivalent of 'Best Software House' the winner, Sloth, obviously collected the votes for superb games such as the RPG game, Saturnalia and tactical game, Kings of Steel.

Sloth launched a new role playing game at the show called The Enchiridion.

Sloth beat PBM giants KJC and Mitre into 2nd and 3rd places despite games of the calibre of Crasimoffs World (KJC) and Tribes of Krane (Mitre).

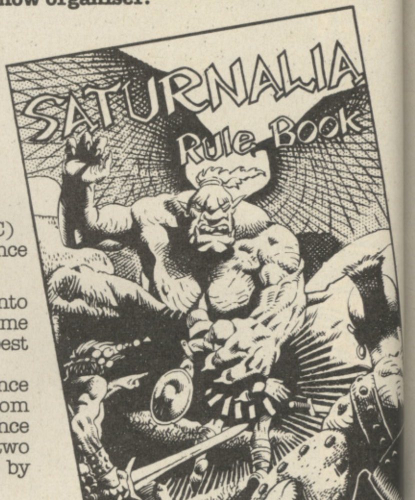
THE FIRST BRITISH
1986
P.B.M. CONVENTION

Best Roleplaying Game

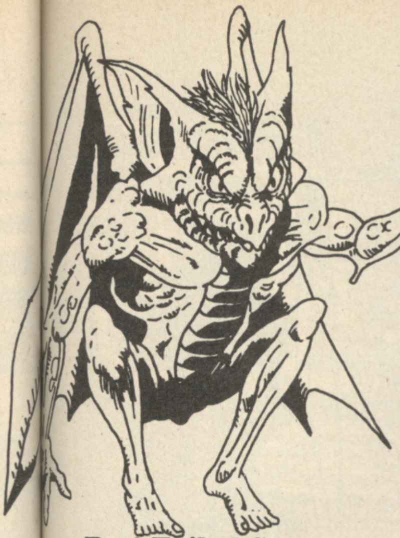
1st — Saturnalia (Sloth)
2nd — Crasimoffs World (KJC)
3rd — Orion's Finger (Vengence Games)

Again KJC were beaten into second place by Sloth, this time winning the award for the best roleplaying game.

In third place was the science fiction based Orion's Finger from Yorkshire based Vengence Games who consist of just two GM's running their games by hand.



Islington Town Hall — a scene of frantic postal activity



Best Tribal Game

1st — Tribes of Crane (Mitre)
2nd — Keys of Bled (Spellbinder)
3rd — World of Vengence (Vengence)

Tribes of Crane, which has been featured in an earlier PBM Update, beat off two superb games to win this award.

In 3rd place are that overworked pair of GM's who formed Vengence Games just last year. Vengence also announced a third game at the show and it is to be a political science fiction game called Where Lies The Power.

Best Tactical Diplomacy Game

1st — Earthwood (KJC)
2nd — Kings of Steel (Sloth)
3rd — Vorcon Wars (Vorcon)

The top three in this category show the range of games available to those who like things on a grander scale. Earthwood and Kings of Steel are fantasy based wargames offering its players a mixture of magic, military might and diplomacy.

The action in Vorcan Wars takes place on an alien planet where the players can defend themselves by building fortresses and minefields. Later in the game the threat of nuclear war may be the result of trade, mining and research.

Best Science Fiction Game

1st — Capitol (KJC)
2nd — Starmaster (Mitre)
3rd — Starglobe (Time Patterns)

Three top PBM companies, well known to Gamer readers, dominated this award.

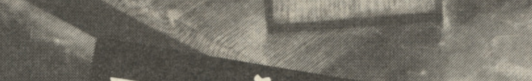
Best New Game

1st — Capitol (KJC)
2nd — Kings of Steel (Sloth)
3rd — Lands of Crimson Sun (Phoenix Games)

KJC's Capitol also took the award for the Best New Game (don't forget you can still sign up for our special offer game of KJC's, It's a Crime, using the form in last month's Gamer).

Sloth Enterprises fantasy wargame took second place with a role playing adventure from Phoenix in 3rd. Phoenix Games are currently working on an FRP version of Lands of the Crimson Sun as well as other PBM games.

The Computer Gamer PBM awards



Kevin Kropper (KJC) receives the "Best new Game" award for Capitol from Gamer's Editor.

Best Player

1st — Mark Coulshed
2nd — Nicky Palmer
3rd — Pete Thurnhill
4th — Colin Kilburn

Unlike the other awards which were the result of votes collected at the show, the Player of the Year was selected by the PBM companies who considered factors such as reliability, skill and number of games played.

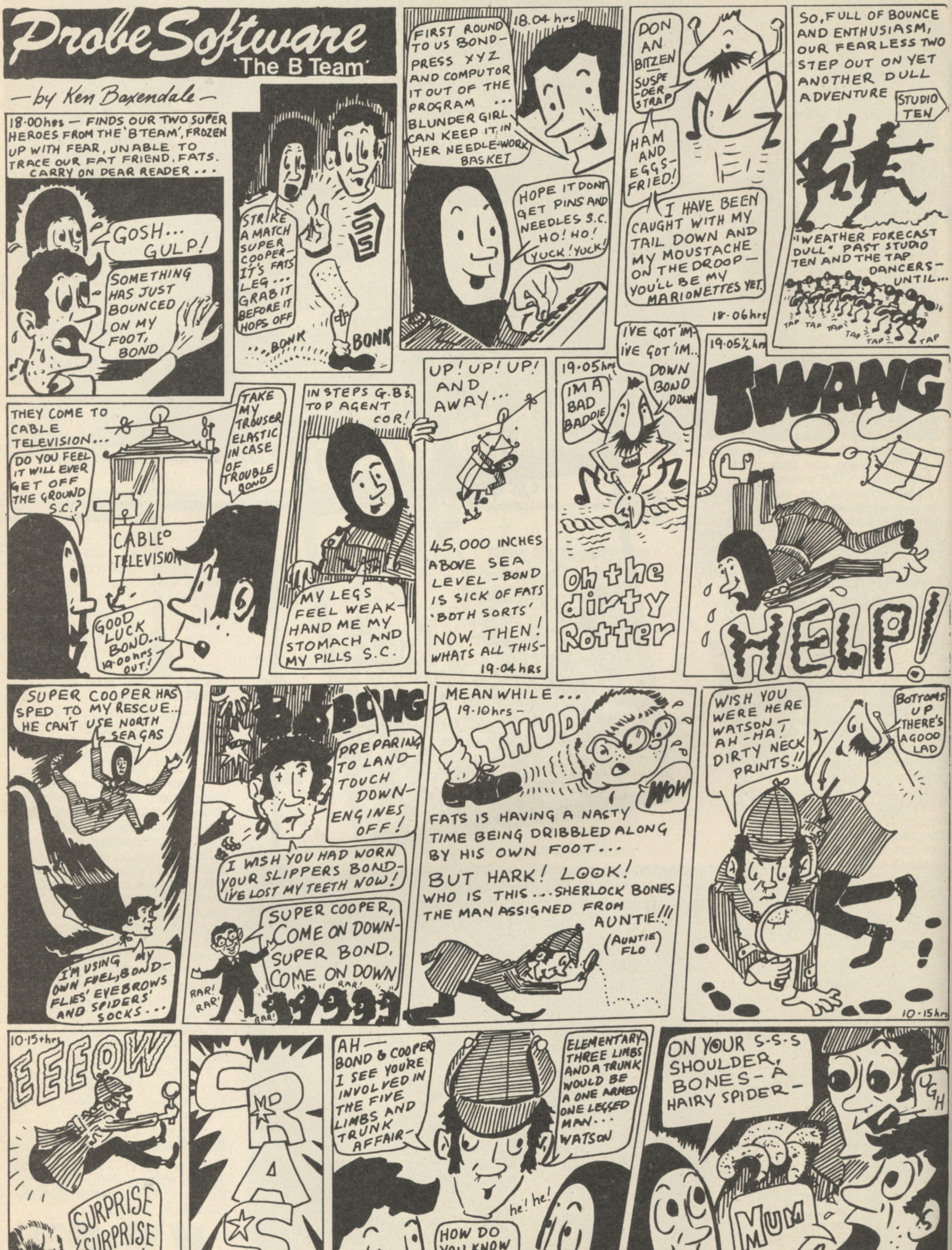
Congratulations to Mark Coulshed who won this award. In second place was Nicky Palmer who has written many books and articles on all aspects of gaming. He also edits Flagship (a PBM magazine) and co-wrote Century's excellent computer game, Their Finest Hour.

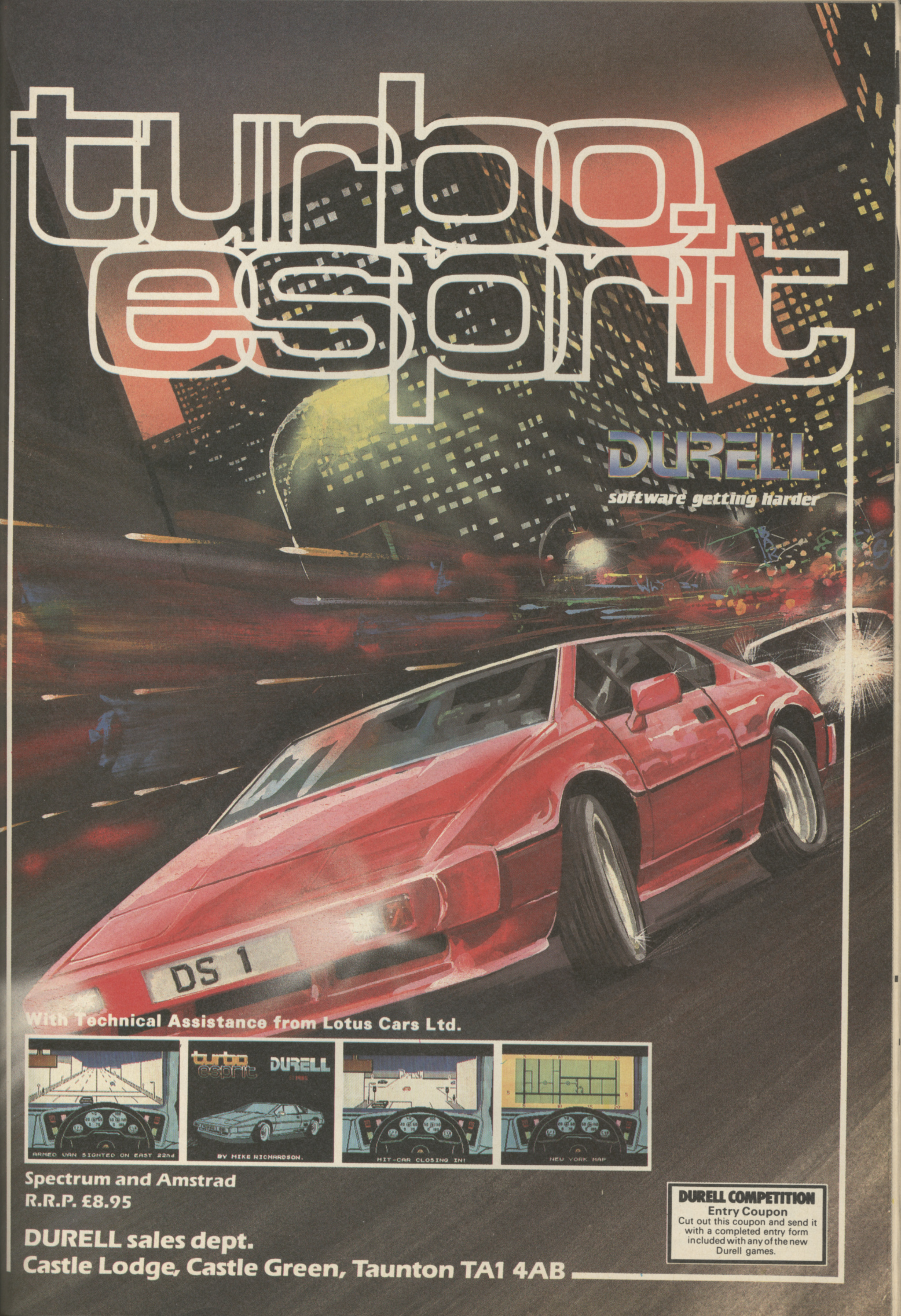
Finally two computer game competitions were run which produced an overall winner in Stuart Kelly.

Stuart obviously earned his title as he thrashed Gamer's Editor 3–1 in a challenge match of International Soccer.

Next month

From next month PBM Update will be written by Mike McGarry, the man behind the PBM show. Don't miss it.


Probe Software
'The B Team'
—by Ken Baxendale—
18·00hrs — FINDS OUR TWO SUPER HEROES FROM THE 'B TEAM', FROZEN UP WITH FEAR, UNABLE TO TRACE OUR FAT FRIEND, FATS. CARRY ON DEAR READER . . .
GOSH... GULP!
SOMETHING HAS JUST BOUNCED ON MY FOOT, BOND
STRIKE A MATCH SUPER COOPER — IT'S FATS LEG — GRAB IT BEFORE IT HOPS OFF
BONK
BONK
18.04 hrs
FIRST ROUND TO US BOND — PRESS XYZ AND COMPUTOR IT OUT OF THE PROGRAM ... BLUNDER GIRL CAN KEEP IT IN HER NEEDLE-WORK BASKET
HOPE IT DONT GET PINS AND NEEDLES S.C. HO! HO! YUCK! YUCK!
DON AN BITZEN SUSPE-DER STRAP
HAM AND EGGS-FRIED!
I HAVE BEEN CAUGHT WITH MY TAIL DOWN AND MY MOUSTACHE ON THE DROOP — YOU'LL BE MY MARIONETTES YET.
18·06hrs
SO, FULL OF BOUNCE AND ENTHUSIASM, OUR FEARLESS TWO STEP OUT ON YET ANOTHER DULL ADVENTURE
STUDIO TEN
"WEATHER FORECAST DULL" PAST STUDIO TEN AND THE TAP DANCERS— UNTIL...
TAP TAP TAP TAP TAP TAP
THEY COME TO CABLE TELEVISION...
DO YOU FEEL IT WILL EVER GET OFF THE GROUND S.C.?
CABLE TELEVISION
TAKE MY TROUSER ELASTIC IN CASE OF TROUBLE BOND
GOOD LUCK BOND... 19·00hrs OUT!
IN STEPS G.B's. TOP AGENT COR!
MY LEGS FEEL WEAK — HAND ME MY STOMACH AND MY PILLS S.C.
UP! UP! UP! AND AWAY...
45,000 INCHES ABOVE SEA LEVEL — BOND IS SICK OF FATS 'BOTH SORTS'
NOW, THEN! WHAT'S ALL THIS —
19·04 hrs
19·05hrs
I'M A BAD BADDIE
I'VE GOT 'IM — I'VE GOT 'IM.. DOWN BOND DOWN
Oh the dirty Rotter
19·05½ hrs
TWANG
HELP!
SUPER COOPER HAS SPED TO MY RESCUE... HE CAN'T USE NORTH SEA GAS
I'M USING MY OWN FUEL, BOND — FLIES' EYEBROWS AND SPIDERS' SOCKS...
BBBONG
PREPARING TO LAND — TOUCH DOWN — ENGINES OFF!
I WISH YOU HAD WORN YOUR SLIPPERS BOND — I'VE LOST MY TEETH NOW!
SUPER COOPER, COME ON DOWN — SUPER BOND, COME ON DOWN
RAR! RAR! RAR! RAR!
MEANWHILE ... 19·10hrs —
THUD
WOW
FATS IS HAVING A NASTY TIME BEING DRIBBLED ALONG BY HIS OWN FOOT...
BUT HARK! LOOK! WHO IS THIS.... SHERLOCK BONES THE MAN ASSIGNED FROM AUNTIE!!!
(AUNTIE) FLO
WISH YOU WERE HERE WATSON — AH-HA! DIRTY NECK PRINTS!!
BOTTOMS UP THERE'S A GOOD LAD
10·15hrs
10·15hrs
EEEOW
SURPRISE SURPRISE CHUCK... OOOOAH
CRASH
AH — BOND & COOPER I SEE YOU'RE INVOLVED IN THE FIVE LIMBS AND TRUNK AFFAIR —
ELEMENTARY — THREE LIMBS AND A TRUNK WOULD BE A ONE ARMED ONE LEGGED MAN... WATSON
he! he!
HOW DO YOU KNOW THERE ARE FIVE LIMBS AND A TRUNK BONES?
ON YOUR S-S-S SHOULDER, BONES — A HAIRY SPIDER —
UGH
MUM
IS FATS STILL DRIBBLING AROUND? WILL THE THREE HEROES BE ABLE TO FIND OUR FAT FRIEND FROM PIE CORNER? AND— IS THE ENORMOUS SPIDER ON BONES' SHOULDER A TAX INSPECTOR? WAIT AN SEE..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Title:	**Tau Ceti**
Computer:	**Amstrad**
Supplier:	**CRL**
Price:	**£9.95**

Occasionally you come across a game of such magnitude that it totally overshadows everything else that comes in for that month. Tau Ceti is a game like that.

Some time ago Gamer ran a feature on the Spectrum version of the game. The Amstrad version of the game has been widely updated and expanded.

For those readers who missed the feature, here is a brief resume of the game . . .

You have landed on Tau Ceti III, a planet that was colonised and then wiped out when a plague eliminated most of the inhabitants. The survivors evacuated, leaving the planet to its robots and maintenance systems.

Years passed and a cure was found for the plague, but by this time contact with Tau Ceti II was lost due to a meteorite collision.

The next expedition to Tau Ceti II was wiped out by the robots who, by this time, had run amok — malfunctioning due to the meteor impact.

The only way to re-colonise the planet is to send in a single armed skimmer to knock out the central reactor supplying power to the planet — you are flying that skimmer.

The screen display has instruments and status information along the right hand side, with the 3D display of the outside.

You are armed with a laser, some missiles, and some anti-missile-missiles.

In operation there are two modes, flying mode and landed mode. In landed mode you communicate with your on-board computer with typed commands, to look at the map, refuel, rearm, sort out the cooling rods etc.

In flight mode, the controls are direct, firing missiles, guns, status, infra-red etc, and can be very Elite-like (switching views, missile lock ons, etc). Certain buildings are belligerent, and others hold supplies or cooling rods. Docking is achieved by flying slowly through the airlocks on the buildings.

The planet has about 30 cities on it, travel between these is via the teleport pads. Find one of these and you can travel from place to place on the planet. The map option on the computer shows you where the connections are.

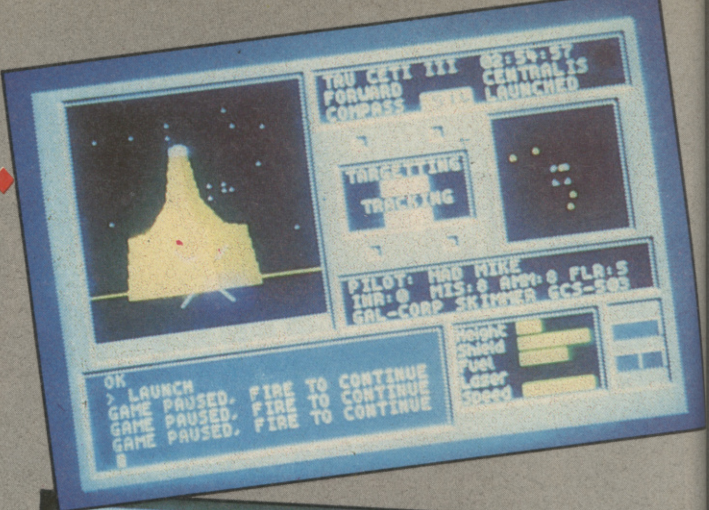
The instructions are a bit sparse — but you soon learn, though it took me three contacts before I worked out what a land mine looked like! Though navigation is dealt with in some detail, and the gaps are soon filled in by experience.

This game is extremely complex, you really have to play it to appreciate it, and play it for a long time. It can take a while to get into the game, but it is well worth it — a game worth buying.

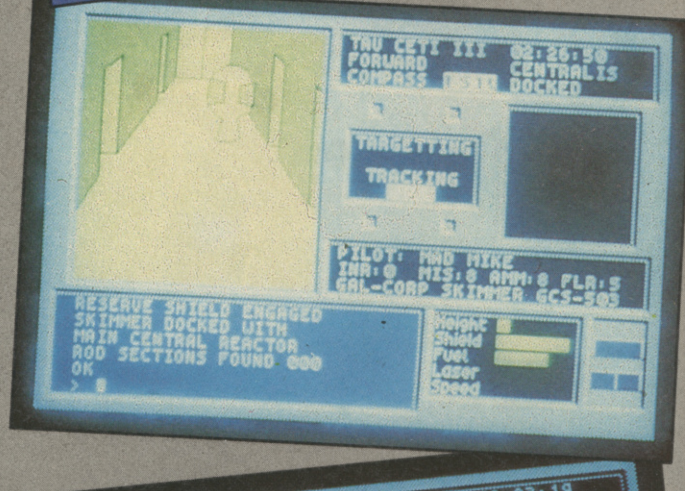
PLANET RATINGS

Originality	●●●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●

STAR RATING
Supernova



```
TAU CETI III    02:54:57
FORWARD         CENTRALIS
COMPASS         LAUNCHED
PILOT: MAD MIKE
INR:0  MIS:8 AMM:8 FLR:5
GAL-CORP SKIMMER GCS-503
OK
> LAUNCH
GAME PAUSED. FIRE TO CONTINUE
GAME PAUSED. FIRE TO CONTINUE
GAME PAUSED. FIRE TO CONTINUE
```



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TAU CETI III    02:26:50
FORWARD         CENTRALIS
COMPASS         DOCKED
PILOT: MAD MIKE
INR:0  MIS:8 AMM:8 FLR:5
GAL-CORP SKIMMER GCS-503
RESERVE SHIELD ENGAGED
SKIMMER DOCKED WITH
MAIN CENTRAL REACTOR
ROD SECTIONS FOUND 000
OK
>
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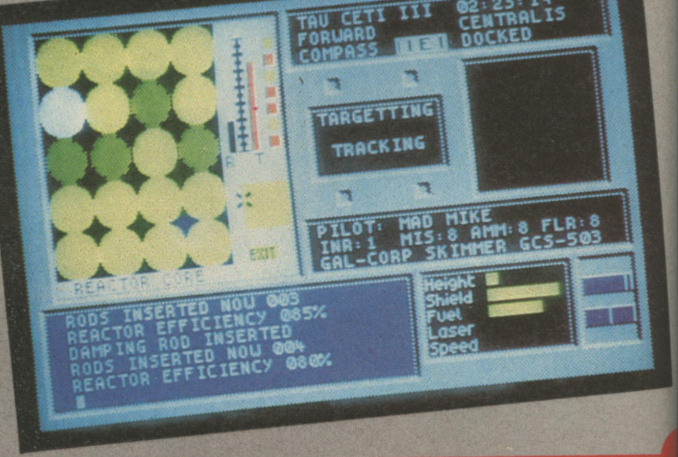

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TAU CETI III    02:23:19
FORWARD         CENTRALIS
COMPASS  IEI    DOCKED
PILOT: MAD MIKE
INR:1  MIS:8 AMM:8 FLR:8
GAL-CORP SKIMMER GCS-503
RODS INSERTED NOW 003
REACTOR EFFICIENCY 085%
DAMPING ROD INSERTED
RODS INSERTED NOW 004
REACTOR EFFICIENCY 080%
```

Title:	**Comic Bakery**
Computer:	**C64**
Supplier:	**Imagine**
Price:	**£7.95**

Somebody must have left the door open for you've got racoons running riot in your bakery. Turning off the conveyor belts and stealing your loaves. Surely you're not going to give in without a fight are you, so dig out your trusty stun gun and start chasing.

Based on the Konami arcade game, Comic Bakery sees you playing the part of Joe the baker. You must patrol your three conveyor belts, switching them on again if necessary. You can shoot the racoons with your stun gun which will send them to sleep temporarily. Whilst they are dreaming, you can kick them out of the way. Your gun only has a limited number of shots so use them wisely. You do get additional shots, though, as the day goes on.

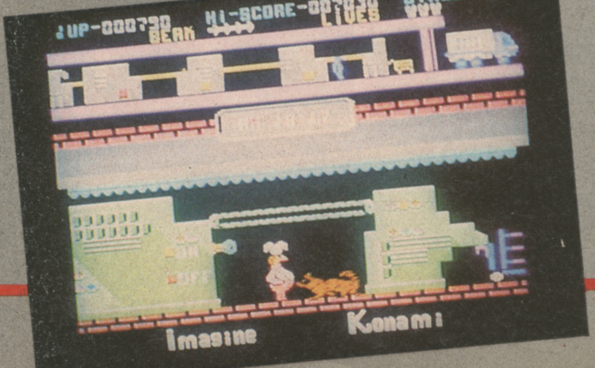
A radar at the top of the screen keeps you informed about which belts are turned off and you can leap over the racoons if you wish to hurry to turn them back on. If you touch a racoon you lose one of your lives although you can get extra lives for every 10,000 points you score. Anotehr racoon is running along the top of the conveyor belt trying to steal your loaves before they reach the van. When 5.00 pm comes you score a bonus for each loaf successfully baked, then it's on to the next level to start all over again.

The graphics are bright and colourful but they are the only redeeming feature of the game. It is far too easy and you get bored very quickly. In only my second game, I was up to level 17 with my maximum number of extra lives when I gave up and pulled the plug. The levels just don't get any harder. Sorry Imagine, you should have used your loaf before releasing this bloomer. Save your dough and buy something more challenging instead.

PLANET RATINGS

Originality	●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●

STAR RATING
White Dwarf



Title:	FA Cup
Computer:	C64, Spectrum, Amstrad
Supplier:	Virgin Games
Price:	£7.95

Now the dream of your favourite team lifting the FA Cup is brought a little closer with the official FA football game.

The road to Wembley is a long one and so to give you a chance of being in the later rounds you begin the game with a choice of ten teams. This may seem a lot but believe they'll soon either play each other or get knocked out.

The system we worked out in the office was that each player selected two teams from each division and two non-league sides.

You can then skip straight to the third round where the 1st and 2nd division sides join in but your lower teams may not have made it through.

For the full excitement and atmosphere you should play the whole game.

Before each match involving your teams you must decide on the style of tactics they will play. Playing defensively won't get you many goals but it might get you through a tough away match. The opposite is to go all out for goals which may leave you open for an embarrassing trouncing. A balanced attack is a good middle ground but will it be enough to win?

Once you've picked your tactics the games are played. The screen changes to a list of the games being played and their current scoreline. This is updated as the minutes tick away. If you can't stand the waiting, leaning on the space bar speeds the clock up.

When the final whistle goes you'll know the fate of your teams.

After any replays are decided the remaining teams go into the next round.

The game cleverly increases the excitement from round to round by increasing your involvement in your team's fate. In the fourth round you have an opportunity to change your tactics at half time, in the sixth round (quarter finals) this is increased to twice per half. As the final approaches each player is presented with situations to resolve such as what to do with a star striker who wants a transfer before a crucial game. How you deal with it can affect your team's morale and performance. Then finally to give you something else to worry about you have to decide whether to send in a substitute with only 20 minutes left in the game.

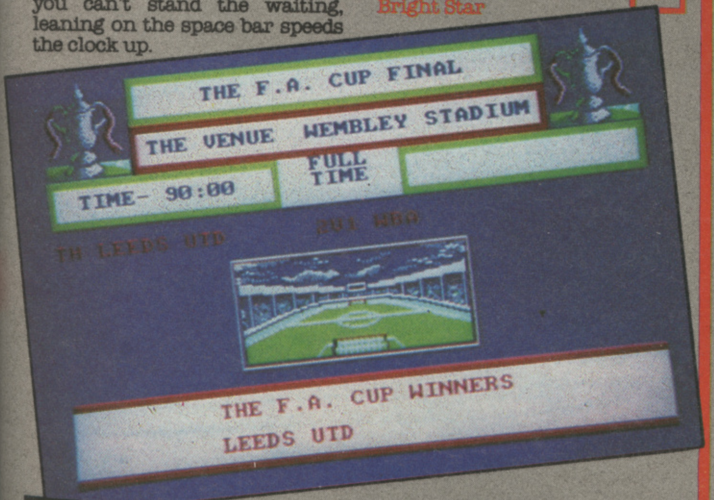
Finally there are only two teams left to battle out the FA Cup final. After a quick rendition of "Abide with me" the game begins.

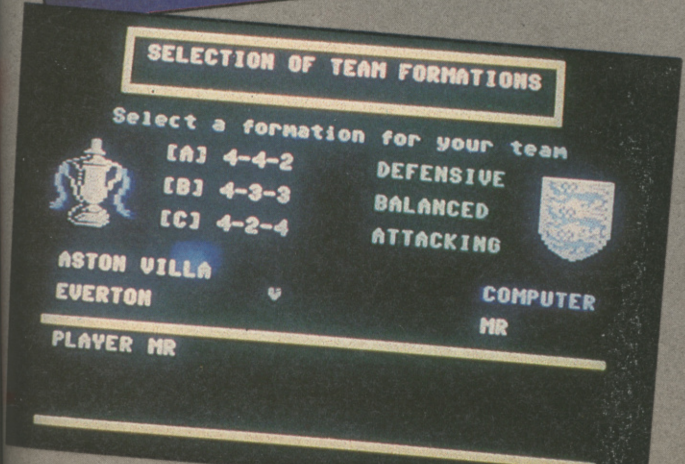
Despite the lack of graphics, sound effects or even joystick controlled players, the game is ridiculously addictive. Somehow it manages to capture the excitement of the cup.

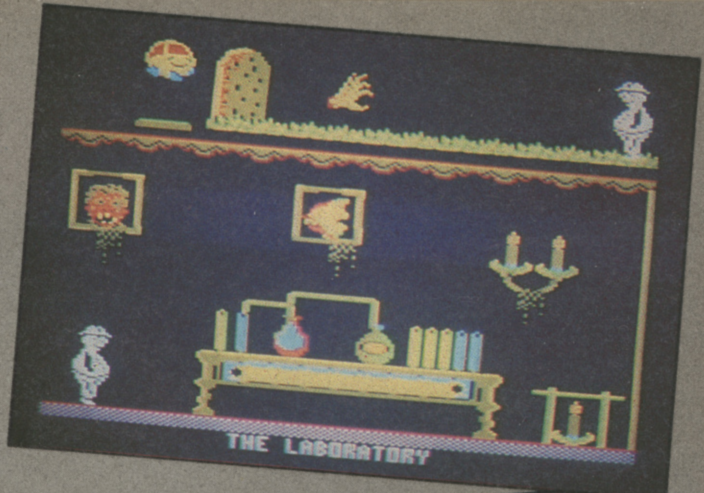
PLANET RATINGS

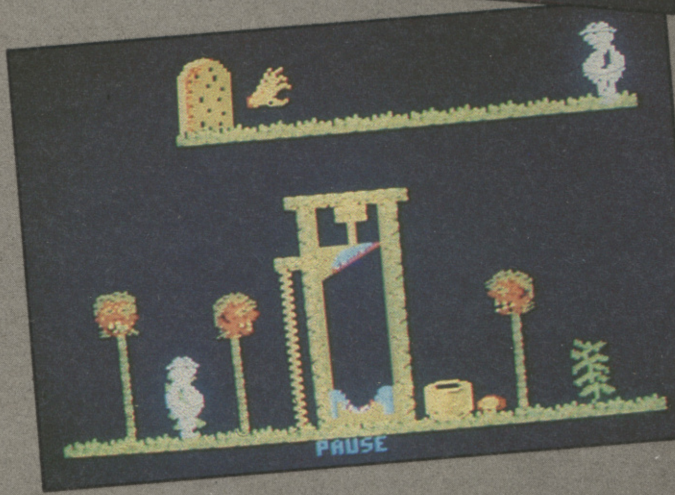
Originality	●●●●
Graphics	●
Use of machine	●●●
Value for money	●●●●

STAR RATING
Bright Star


THE F.A. CUP FINAL
THE VENUE WEMBLEY STADIUM
TIME- 90:00
FULL TIME
THE F.A. CUP WINNERS
LEEDS UTD


SELECTION OF TEAM FORMATIONS
Select a formation for your team
[A] 4-4-2 DEFENSIVE
[B] 4-3-3 BALANCED
[C] 4-2-4 ATTACKING
ASTON VILLA
EVERTON
COMPUTER
MR
PLAYER MR





Title:	Deathsville
Computer:	Amstrad
Supplier:	Bubblebus
Price:	£7.95

Most arcade adventures have long winded and improbable storylines about seeking the 27 parts of some long lost key. Not so with Deathsville. You have only one aim — to escape with your life.

As the introduction says, only the dead live in Deathsville. One of the first locations you visit sets the scene nicely. Entitled Victims of the land, it depicts a guillotine with several bloody heads impaled on spikes next to it. There are over fifty screens to be explored featuring witches lairs, grave diggers, poultergeists, devils and a gas chamber. As you find your way about you will notice many items lying around waiting to be picked up. All you have to do then is find out what goes where and why.

One thing that sets Deathsville ahead of its rivals is its attention to detail. There are a lot of clues in the pictures and an observant player should be able to work out a lot of the puzzles without having to resort to the "trying every object in every location" technique. For example, when you visit the laboratory, you see a bunsen burner with some bottles next to it. When you find a similar shaped bottle, it's not too hard to work out where to take it and sure enough, when you drop it on the bunsen, the contents of the bottle change colour. All you have to do now is work out what to do with the activated bottle.

Working out what to do may be quite easy in some situations, actually achieving it is a different matter. There are plenty of spirits floating around waiting to sap your energy, if you touch them. Your state of health is depicted by a boney hand creeping out of a grave towards you. If it reaches you, that's it, finito, game over, but you can postpone the evil hour by picking up tablets of Z-rations that are lying around. These send the hand back towards its grave.

Movement round the game is controlled by three keys — left, right and jump. You jump through doors as well as leaping to and from various platforms. Another key allows you to pick up and drop items. You can carry up to four items at once but there are several red herrings including an advert for a well known software company.

All in all Deathsville is a thoroughly enjoyable game that you'll be dying to play again and again.

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Nova

N.B. Key to symbols appear at the end of the reviews.

Title: Bomb Jack
Computer: Spectrum, C64, Amstrad
Supplier: Elite
Price: £7.95-£9.95

Bomb Jack is the second game to come out of Elite's licensing deal with coin-op manufacturer and attempts to follow the success of Commando.

The object of Bomb Jack is simple, as in all the best games, and consists of collecting bombs by leaping around platforms set on a number of backgrounds.

Although our hero can leap great heights and can even control the direction of his jump and resulting plummet, he can't fly. He can, however, quite successfully leap between the screens' platforms collecting bombs as he goes. However, sooner or later you will get too ambitious with your aerobatics and fall on one of the many nasties that patrol the screen hoping to steal one of your three lives.

As each screen begins the threat is quite small and only comes from a giant bird roaming around and one or two robots. But then things quickly get worse.

First more robots appear but then they move down the screen by dropping from one platform to another until they reach the bottom when they mutate into giant balls, flying snails and extremely fast spacecraft.

To help you with this mounting pressure P, B and E symbols occasionally drop from the top of the screen. Touching them will earn you either a Bonus score, Extra life or Pause the nasties. This freezes them for a few moments and allows you to kill them. You haven't got much time so you should take out those that have already mutated. They will be replaced but it will give you a chance to clear the bombs and get onto the next screen.

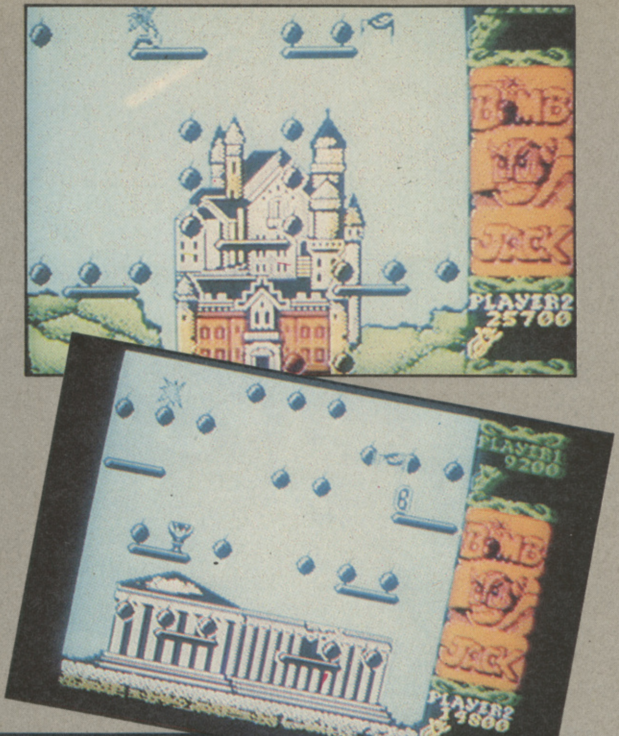
As you progress through the screens there are less and less platforms which makes things harder and harder as there's nowhere for you to stand and the robots mutate almost immediately.

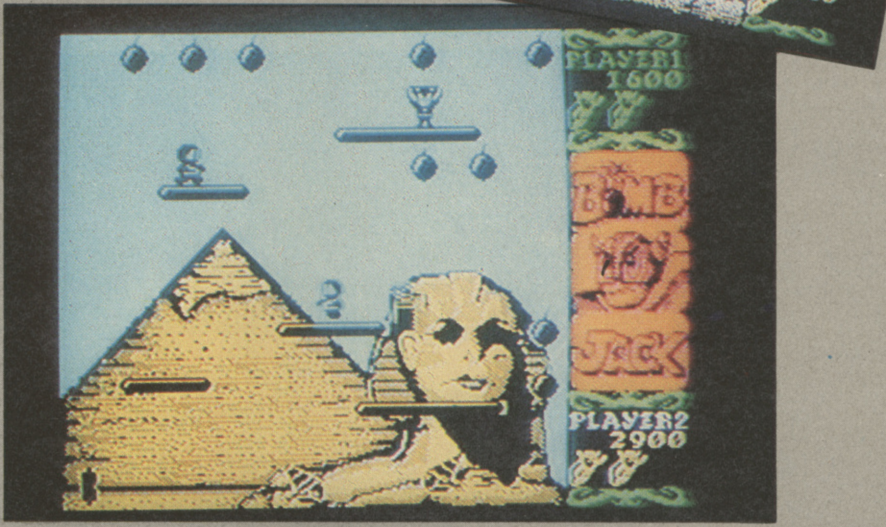
If you like your action fast and furious then you'll like Bomb Jack but don't expect too much to think about.

PLANET RATINGS

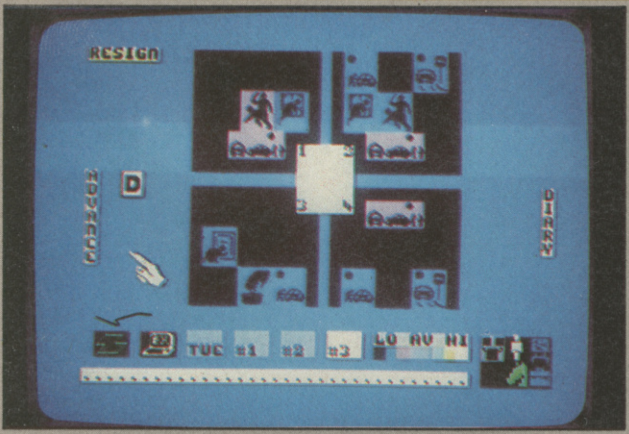
Originality	●
Graphics	●●●●
Use of machine	●●●
Value for money	●●●●

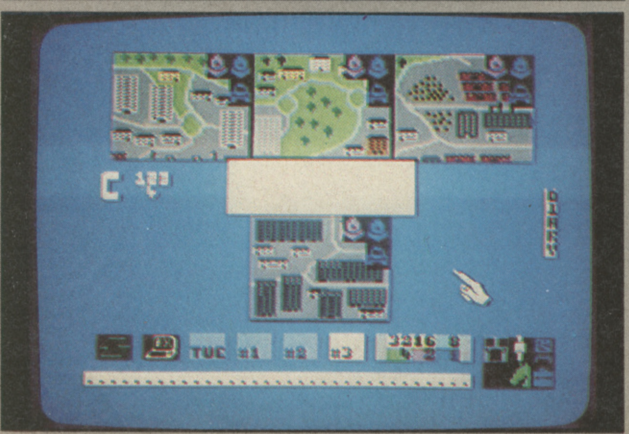
STAR RATING
Red Giant





Title: The Force
Computer: C64
Supplier: Argus Press
Price: £7.95





A policeman's lot is not a happy one, especially if he's the new Superintendent of Middleton and responsible for the policing of its 90,000 inhabitants.

In the new icon driven strategy game from APS you have to plan your available forces not only to control the daily crime rate but also to stop events like football matches and meetings getting into the headlines.

You can control and assign the three shifts from each of four divisions to various policing tasks. But be careful your superiors have a close eye on you.

The game is played through a series of weeks in which you must keep Middleton as peaceful as possible. This isn't going to be easy as it is a sprawling town full of disastrous sixties housing, post offices and banks ripe for stealing and shopping and entertainment areas which are the joy of pickpockets. Then to round off your problems you have to direct the traffic around the ring road on Sundays.

The mechanics of the game in the use of the icons is at first confusing but soon you'll be more concerned about disturbing community relations by sending in the special reserve than what each icon does.

If you enjoy a strategic challenge then this one's for you. I must dash as I've only been in the job five weeks and I've got to find some mounted police to help out with next Saturday's football match.

PLANET RATINGS

Originality	●●●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●

STAR RATING
Bright Star

Title: Kaiser
Computer: C64
Supplier: Ariolasoft
Price: £7.95

The year is 1700 and you are the ruler of one of nine German provinces. You control the land and crops as well as levying taxes and deciding the severity of the law.

Through this you hope to build towns, mills and even a palace and cathedral until one day you are crowned Kaiser of all Germany.

Each turn, which represents a year you must ensure there is enough food for your people as well as speculating with land and crops prices to get some extra cash. You can also get your people to help your coffers by levying duty charges, income tax and of course, the dreaded VAT.

Then if you have sufficient funds remaining you can build a mill or a market to produce more cash or build part of your palace. You may even decide to build up or train your army.

The military is important in a multi-player game since invading other provinces can gain you land to build on and money to build with as well as killing some of the opposition.

Unfortunately, the other players are trying to do exactly the same thing and so you will have to fight well to win the crown.

You have to make your quit complex decisions as quickly as possible since slow play in Kaiser takes years off your expected life expectancy of 68 years. This can be infuriating if you pop your clogs as you're planning your coronation.

Overall it's quite an interesting game but not up to the excellent standard of Electronics Arts games such as M.U.L.E. which are also sold by Ariolasoft. **T.H.**

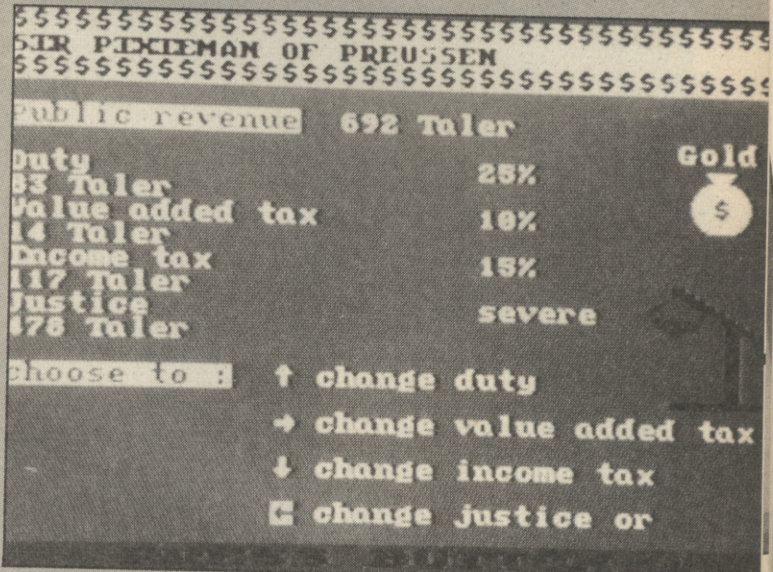
PLANET RATINGS

Originality	●●
Graphics	●●
Use of machine	●●●
Value for money	●●●

STAR RATING ○

Bright Star

REVIEWS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$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
SIR PIXIEMAN OF PREUSSEN
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
Public revenue  692 Taler
Duty                      25%
83 Taler
Value added tax           10%
14 Taler
Income tax                15%
117 Taler
Justice                   severe
478 Taler
Choose to :  ↑ change duty
             → change value added tax
             ↓ change income tax
             ↵ change justice or
```

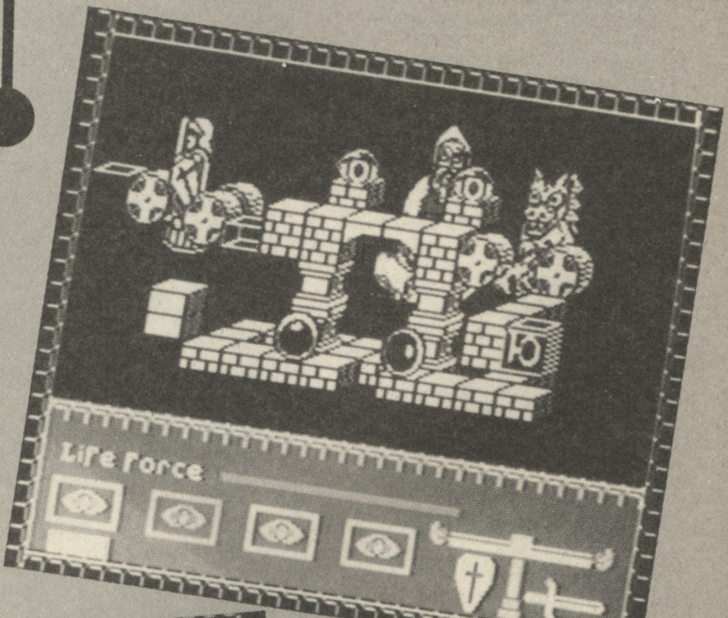
Title: Rasputin
Computer: C64
Supplier: Firebird
Price: £7.95

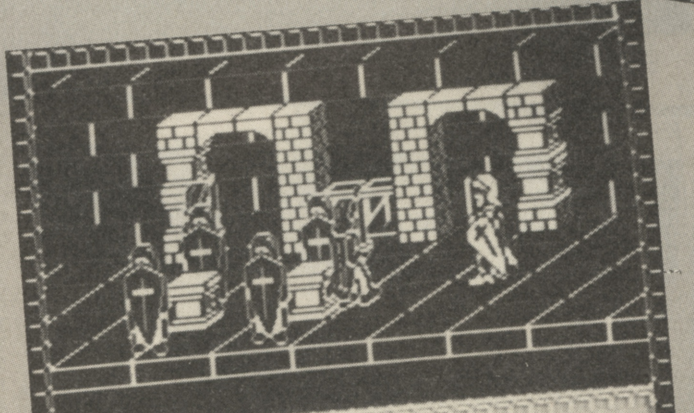
The Jewel of the Seven Stars is the source of Rapsutin's power and he is using it to try and destroy the universe. Playing the part of a Russian Knight called Ivan, you are an a quest to search for the Jewel. Converted from the Spectrum, Rasputin is one of Firebird's hot range of products.

Graphically, the game looks very attrative with rooms being depicted in a series of 3D blocks — Ultimate style. Moving around though is somewhat more complicated. You can move forward, turn left and right and jump. That in itself wouldn't be too bad if you have time to sit down and work out what to do and where to go (the 3D perspective takes some getting used to) but your task is hampered by the many nasties roaming about the platforms, Should you make contact with one of them, you return to that particular room's starting point. If you miss your step, you don't fall into oblivion, but land on a layer of clouds below and bounce back up again for a suitable cost in your life force.

Before you can find the Jewel, there are objects to be found, These can be identified by their markings (in suitable cyrillic script of course). Gaining these objects helps you in combat with monsters and, if you can defeat them, you gain one of eight spells which will help you overcome Rasputin's powers.

I found Rasputin a very difficult game to get into and a few simple screens to start with would have been appreciated. One thing that keeps you going back for more though is the music. This sounds like an electric Balalaika, getting faster and faster and urging you onwards in your quest or to your doom. this is my favourite Rob Hubbard tune to date and certainly helped overcome my initial apprehension with this game. **G.H.**





PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●●●
Value	●●●●

STAR RATING ⌖

Red Giant

65

Title:	**Iwo Jima**
Computer:	**C64**
Supplier:	**PSS**
Price:	**£7.95**

It shouldn't be too difficult to take a small island only 4.5 miles long and 1.5 miles wide. But when its mountainous and garrisoned by 22,000 Japanese that have dug in pill boxes, tanks and gun emplacements it's not going to be easy, even though you outnumber them.

This is the setting of the latest in PSS's excellent strategic wargames series.

The battle is played through 32 turns in which you must take the island otherwise the game is lost. In each turn you get to land your reinforcements on to one of the six beaches and move or attack with all your units. Then it's your turn to sit back and watch the computer playing the Japanese, pummel your forces.

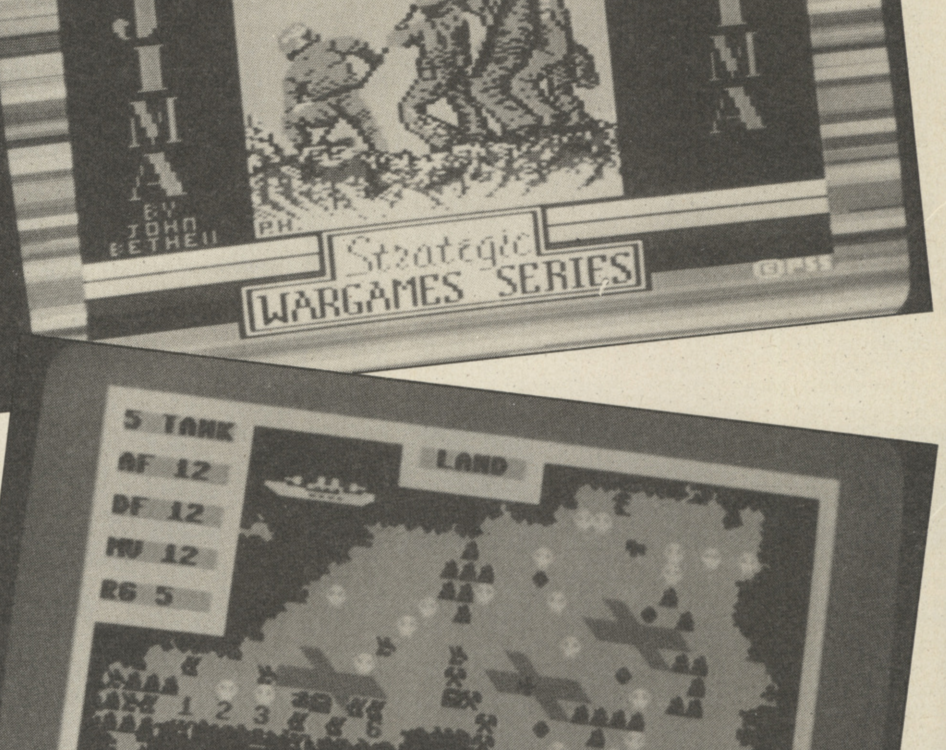
Each unit in the game has four factors that determines its attack and defence strengths, how far it can move in a turn and the range of its attack weapons, Obviously some units are stronger than others and it is up to you to use them wisely as silly mistakes, like walking on a minefield, can cost you heavily.

When the sea conditions aren't too bad then you can have naval support in your attacks. The number and strength of these attacks depends on the gunships that you have left after they suffered heavy air and submarine attacks. Your ships do fight back and will eventually destroy the attacking aircraft, but it is likely that you will lose this naval support before the game is over so you must ensure that you use it well.

Iwo Jima can be played at five different skill levels which range from an steady stroll across the island to get used to the joystick controls to a tough pitched battle to even get clear of the beach!

The battle of Iwo Jima was described as the US marines toughest fight — it isn't going to be easy, even for avid wargamers. **T.H.**

IWO JIMA
BY JOHN BETHELL
P.H.
Strategic
WARGAMES SERIES
(C) PSS
IWO JIMA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5 TANK
AF 12
DF 12
MV 12
RG 5
                LAND

SEAS: CALM
LANDING:UNIT 10 - ORDERS?          TURN: 1
MOVE JOYSTICK TO SELECT OPTION
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PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING

Red Giant

Title:	**ACE**
Computer:	**Commodore Plus/4**
Supplier:	**Cascade**
Price:	**£10.95**

The enemy are advancing. they landed on the coast and discharged a massive force of tanks, helicopter gunships and aeroplanes. As the rest of the army seems to have taken the day off, you are the only hope.

At your disposal you have only 3 AWAT combat aircraft with which you must defeat them.

Before you scramble for each sortie you must select the weapons that you'll use depending on whether you're going after tanks, planes or ships then it's into battle.

Although you have to fly the plane yourself ACE is more than just a flight simulator as you use the planes instruments as a combat aid.

Speech hammers out warnings of missile attacks and approaching enemy forces so that you need never take your eyes off the action.

When you've driven back the enemy further challenges await as you can do battle in both Summer and Winter, at day or night at different skill levels.

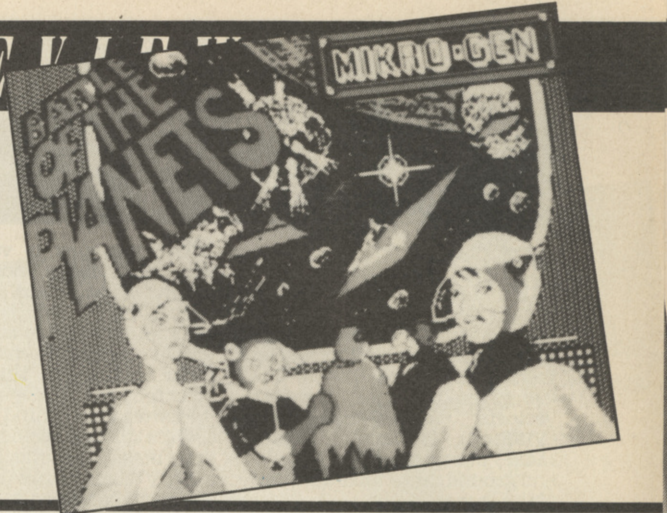
ACE was first released on the C16 and has since been converted for the expanded Vic 20 and the C64. This is the best version yet.

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●

STAR RATING

Bright Star



Title:	**Battle for the Planets**
Computer:	**Amstrad**
Supplier:	**Mikro-Gen**
Price:	**£7.95**

A really obscure licencing deal this. Most licences are used to boost an otherwise poor product, but with Battle of the Planets the game stands up on its own. In fact the existence of a licenced name for it really detracts from how good the game is — i.e. you expect it to be as bad as all the other licenced games.

In effect Battle of the Planets is a form of cut down Elite or Starion. Impressive 3D graphics and sound with land based sequences go to make the game extremely playable. The storyline revolves around trying to save the planets from being invaded by the alien hordes. If you can't knock them out in deep space combat, in great 3D animate graphics, then you drop onto the planet and try to do your worst there.

The deep space section has space stations to dock with (like Elite except whoever built these stations didn't spin them like a top when they'd finished!) and hyper gates to jump from planet to planet.

On the planet surface, you can link up with pods to re-arm and re-fuel.

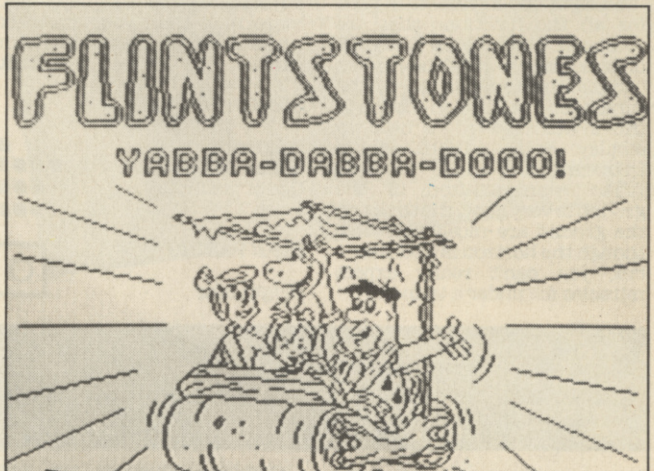
An extremely good game, highly underpromoted, especially considering the current vougue for 3D games. **M.R.**

PLANET RATINGS

Originality	●●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●

STAR RATING ⊕

Red Giant



Title:	**Yabba Dabba Doo**
Computer:	**Spectrum**
Supplier:	**Quicksilva**
Price:	**£7.95**

Fred Flintstone, hero of television cartoons even when I was young (I didn't know the had TVs then!—Ed) has made transition to computer game stardom. Our prehistoric hero is trying to woo the lovely Wilma. In order to impress her and so gain her attention, Fred must build her a house in the thriving town of Bedrock.

Fred already has a nice little plot that he wants to develop, but first, he must clear it of rubble, These are the small stones that are lying around the place. Picking them up one at a time, Fred must find the tip and jettison his load. Once he has cleared his site, he can pick up the large boulders and use these to build part of his house. The problem is, everybody else has decided to start building and so boulders are in short supply. You also need to earn money so that you can hire a dinosaur to help you with the roof.

Apart from your five lives, there are two sliding scales depicting your energy and your damage. When your energy reaches zero, only a meeting with Wilma will help. when you sustain too much damage through collisions with turtles and dinosaurs etc. you lose a life.

Fred lives on one particular street and can move along it easily. To change to another street involves moving diagonally off at one of the corners — something that detracts considerably from the gameplay.

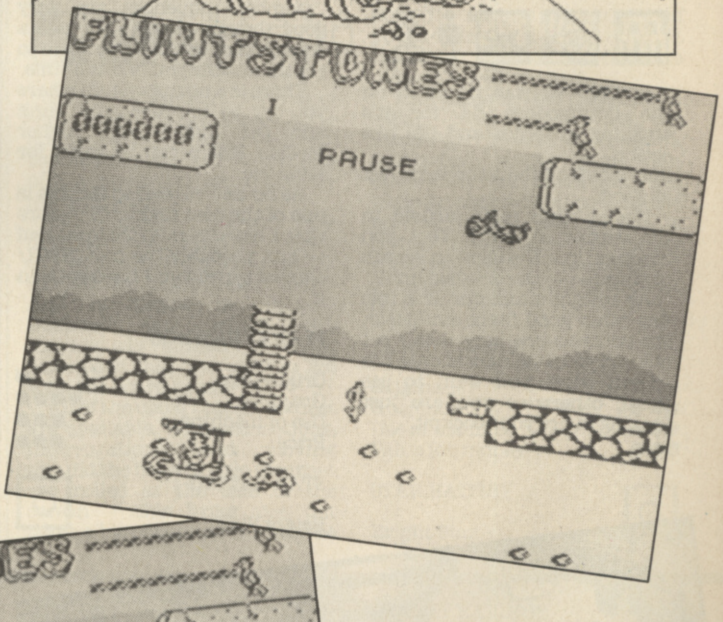
The game is nowhere near as colourful as its C64 rival and you only hear the famous Flintstone tune before the game starts but against that, the creatures are less hostile and so you survive that much longer. Even so, the game suffers from poor playability so has limited appeal. Its not so much a casr of Yabba Dabba Doo and Yabba Dabba Don't. **G.H.**

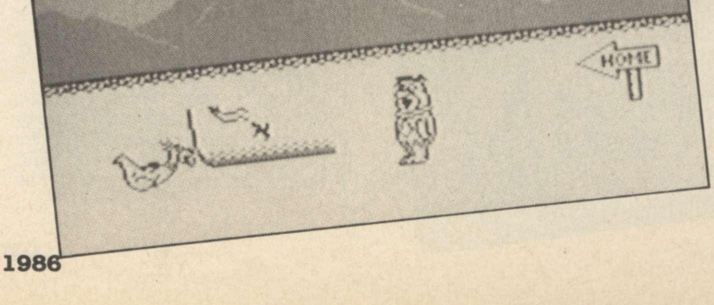
PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine	●●
Value for money	●●

STAR RATING ◒

White Dwarf





Title: Strike Force Harrier
Computer: Amstrad
Supplier: Mirrorsoft
Price: £7.95

If Spitfire 40 is the prettiest flight simulator that I have seen, then Strike Force Harrier has got to be the most complex. Vectoring in forward flight (VIFFing), ground tracking radar, missiles, bombs, cannon and ground targets are all a part of the game.

Most of the keyboard is used for all the functions that are available. Their status is shown on the lower part of the screen, leaving the top portion of the screen for the display — though this is obscured by the head up display and in-flight status information.

The representation of the ground is very good, the tanks on the ground are nicely coloured, though the horizon is a bit flat — but, you can't really expect miracles for under a tenner.

The gameplay is very good, with you trying to knock out the ground targets whist being shot at by same.

I found that there was a small problem with the map/ground radar section. In that it represented you as a moving dot, but it leaves a trail behind you. After a while this can occlude the map and make it difficult to see exactly what you are doing.

Other than this it is a very enjoyable game to play, with more in it than your standard run-of-the-mill flight simulator games. **M.R.**

PLANET RATINGS

Originality	●
Graphics	●●●●
Use of machine	●●●
Price	●●●

STAR RATING ○

Bright Star

Title: Spitfire 40
Computer: Amstrad
Supplier: Mirrorsoft
Price: £7.95

Spitfire 40 was heralded on the Commodore 64 for it's amazing graphics and life like action.

Spitfire 40 on the Amstrad is just as good.

Flying from your airfield in the depths of misty Kent you climb up into the skies in search of your foe — the dreaded hun!

As a flight simulator, it is like any other good flight simulator, the controls are very nicely set out and you toggle them onto the screen when you want to see them, otherwise you are just looking out of your cockpit.

combat sequences are very good, though when you fly into a squadron of baddies, you seem to get them after you one at a time.

There is a rating system where you try to improve your rank and get higher and higher medals, Status can be saved for later use.

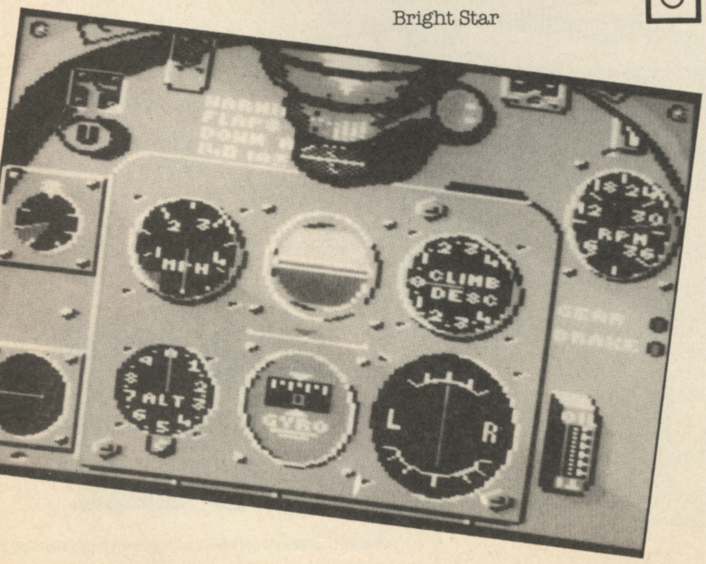
As far as I've seen so far this is one of the best flight simulators that I have seen on the Amstrad — and probably the best WWII/combat types that I have seen on it.

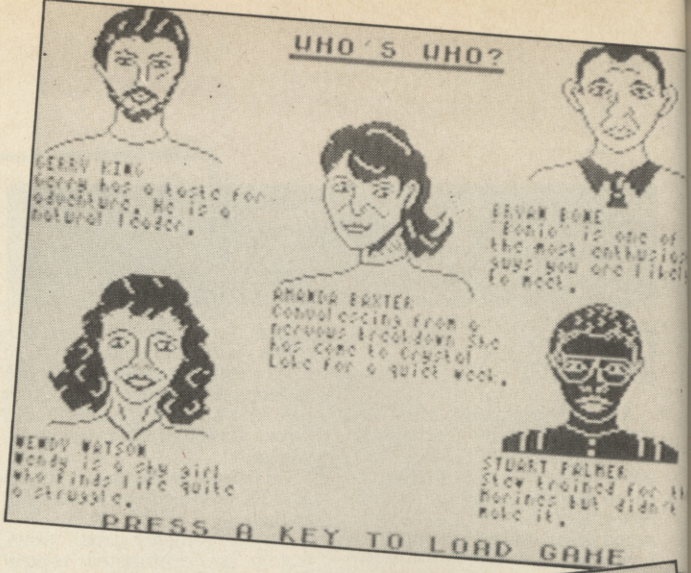
PLANET RATINGS

Originality	●
Graphics	●●●●
Use of machine	●●●
Price	●●●

STAR RATING ○

Bright Star




WHO'S WHO?

GERRY KING
Gerry has a taste for adventure. He is a natural leader.

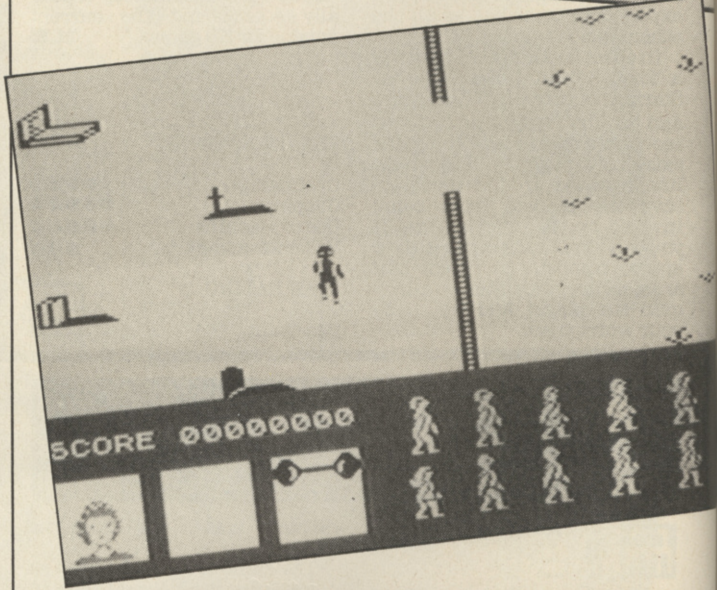
BRYAN BONE
"Bonio" is one of the most enthusias guys you are likel to meet.

AMANDA BAXTER
Convalescing from a nervous breakdown she has come to Crystal Lake for a quiet week.

WENDY WATSON
Wendy is a shy girl who finds life quite a struggle.

STUART PALMER
Stew trained for th Marines but didn't make it.

PRESS A KEY TO LOAD GAME



Title: Friday the Thirteenth
Computer: Spectrum
Supplier: Domark
Price: £7.95

Based on the film of the same name and with an advertisement the subject of much controversy, Friday the Thirteenth sees you in an American holiday camp with a killer on the loose.

Jason was previously drowned at the camp and has risen from the water in order to take his revenge. All you have to do is to wander round warning your friends and indentifying and killing Jason.

The camp is divided into several screens which wrap round left and right, top and bottom (this means that if you set off at the church walking left, you eventually return to the church from the right). As you wander round, you find a cross. Pick it up and deposit in the church, house or barn and this building now acts as sanctuary — you can send your friends there and they will be safe although they won't be too happy at spending their holiday that way and will tend to wander off again. Of course, if you send Jason there, sanctuary will lose its effectiveness and you will have to move the cross.

Jason can usually be identified by the simple expedient of watching him hack someone to bits. You can attack him with one of the many weapons that are casually left lying about — chainsaw, axe, pitchfork etc. On one occasion, I found Jason and killed him, I left my character standing on Jason's body and watched my score steadily mount until time ran out even though other people were still getting killed by the 'dead' Jason.

The graphics in the game are poor, the sound restricted to a few footsteps and the gameplay awful. Even leaving aside the dubious taste of Friday the Thirteenth in the first place, this game is dreadful. Avoid it — it's a bigger horror story than the film ever was. **G.H.**

PLANET RATING

Originality	●●
Graphics	●●
Use of machine	●
Value for money	●

STAR RATING ●

Black Hole

Title: Devil's Crown
Computer: Spectrum
Supplier: Mastertronic
Price: £1.99

There have been rumours of the existance of a sunken pirate ship for a long, long time, Now, after many years of careful research, you have discovered its location and are in a position to salvage any treasure that it may contain. Of course, you won't be put off by the legend associated with the ship, will you? When the pirates removed the last of the seven jewels from the cursed Golden Crown, a massive devil was unleashed from the depths of Hell. All the pirates were murdered and their ship sent to the bottom of the ocean.

Devil's Crown is an aquatic adventure spread over forty locations. Before a jewel can be recovered, you must first prove your worth by completing a given task. This involves finding a specific object and dropping it over its flashing equivalent. For example, your first task is to find three bells, When you have found them, a flashing jewel appears which in turn must be replaced by a solid one.

Being underwater, you need a constant supply of oxygen. fortunately, there are extra tanks lying around to boost your dwindling supply. Unfortunately, ther are many killer fish lurking about, contact with which rapidly consumes your oxygen.

Fortunately though, you do have a limited number of bullets with which to shoot the fish. And the pirate ghosts. And any other nasties. should your oxygen supply reach zero, who knows? You may return yourself one day to haunt the next foolhardy explorer.

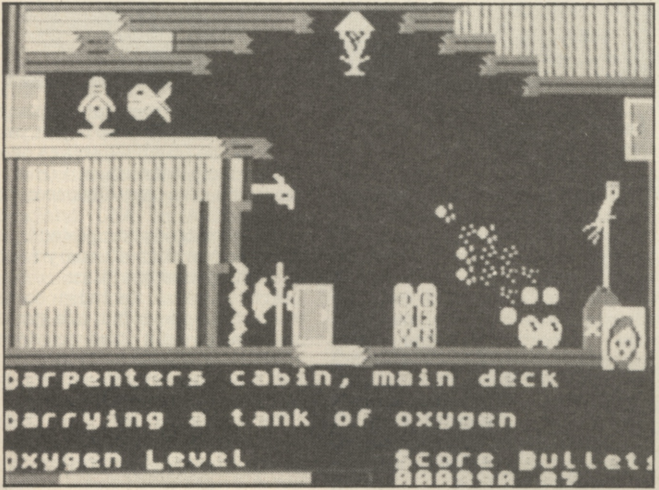
The game has bright cheerful graphics and the atmosphere of a sunken pirate ship is well created, All the rooms are named to make finding your way about that much easier although some rooms are pitch black — apart from the ubiquitous killer fish! A very enjoyable game. If you like arcade adventures, Devil's Crown is excellent value for money. **G.H.**

PLANET RATINGS

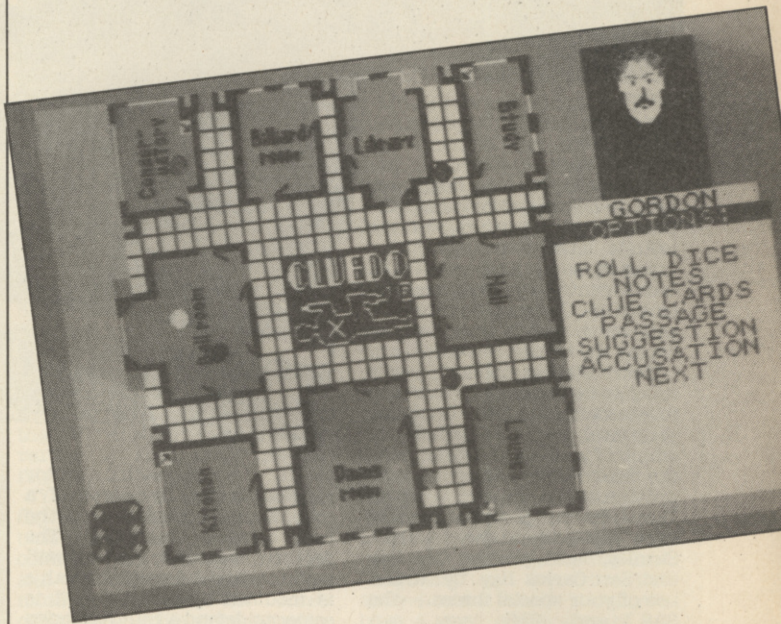
Originality	●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●●●

STAR RATING

Red Giant



Carpenters cabin, main deck
Carrying a tank of oxygen
Oxygen Level
Score Bullets



Title: Cluedo
Computer: Amstrad
Supplier: Leisure Genius
Price: £7.95

This is a computer version of the popular board game for up to six playuers. If less than six people are playing, then the rest of the characters are played by the computer.

The game follows the originaanl faithfully, even down to the screen graphics — which mimick the original play board. And the menus for selecting weapons etc. which are suspiciously similar to those little pads that you used to get with the board game.

All of the usual Cluedo features are available, with accusations, interrogations, and moving around the board to two dice that are rolled at the side of the screen — this looks nice, but takes a bit of time as it has to be done for all six players, and if you are playing it on your own, it can crag on whlst the other five players have their roll.

This game is best played with other (live) players, as the computer does not play a particulary strong game. But other than that, it is an atactive package that will appeal to the type of games player that is trying to convince his family that computers are useful, and 'I can have that second disk drive, can't I'.

PLANET RATING

Originality	●
Graphics	●●●
Use of machine	●●●
Value for money	●●●

STAR RATING

Bright Star

Title: Ollo
Computer: C64
Supplier: Bugbyte
Price: £2.95

Ollo actually consists of two great 'blast anything that moves' arcade games for only £2.95.

Each game features your efforts to blast you way through the enemy with your ship that has more than a passing resemblence to a flourescent doughnut.

This doughnut packs quite a punch in the shape of a forward firing laser and in Ollo II bombs that you can fire just in front of you.

Ollo I begins on a cratered landscape and a swarm of awful green things that are easily blastered, then it's on to more intelligent red things as well as giant flies that must be zapped several times before they eventually blow up.

In Ollo II your problems are doubled. Not only do you have to blast aliens that swarm around you (and shoot at you) you have to bomb installations.

After a brief rest mindlessly zapping aliens in deep space the action really hots up on what looks like a starship or base complete with flashing lights to bomb, aliens to blast and avoid and gun emplacements that track your every move.

A ridiculously addictive game at an even more ridiculous price. Go buy it immediately. **T.H.**

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●●●●

STAR RATING

Nova

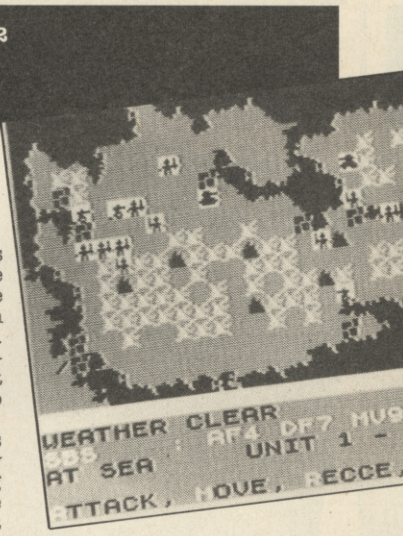
Title: Falklands 82
Computer: Spectrum
Supplier: PSS
Price: £7.95

FALKLANDS
82
By John Bethell
Strategic
WARGAMES SERIES

Falklands 82 is a beginners level wargame simulating the British attempt to regain the islands after the Argentinian invasion some four years ago. The Argentinian forces are controlled by the computer whilst you must decide how best to deploy the British forces.

There are five difficulty levels to select from, ranging from easy to masochistic. After choosing your level, you must then decide which of your ships will support the Task Force, and which will provide naval gunfire support. There are four potential landing sites available to you — Port Stanley, Berkley Sound, Cow Bay and San Carlos Bay. by careful use of your special forces — the SAS and SBS, you can reconnoitre two of these sites in order to learn more about the disposition of the enemy forces before you commit the bulk of your units.

Once you have established your beach-head, you can start moving your forces ashore. Each unit has several values assigned to it. An aggression factor represents the firepower of a unit. When it reaches zero, the unit ceases to exist. The defensive factor shows how well a unit can defend itself. this value is modified by terrain — it is easier to defend a hill than open countryside. These two factors are used to determine the outcome of any combat. The movement allowance shows how far a unit can travel each turn. This again is affected by terrain. Finally, the range shows how close you must be to an enemy unti before you can attack it. You may also be able to summon airstrikes or naval gunfire to support your ground attacks. Controlling your forces is by single keystroke entry. For each unit in turn, you are given a list of options available to it.


```
                              TURN: 2
WEATHER CLEAR
SBS    : AF4 DF7 MV9 RG1
AT SEA       UNIT 1 - ORDERS?
ATTACK, MOVE, RECCE, PASS
```

In order to win the game, you must either destroy all the enemy forces or occupy (or be the last to occupy) all ten settlements and hold them for one turn. All this must be achieved within a certain number of turns (between 25 and 30 depending on the difficulty level selected).

Falklands 82 is a simple game to play, but nevertheless one that will keep you thinking for some considerable time to come. If you are looking for a simple introduction to the fascinating world of wargame,s this game would make an excellent starting point.
G.H.

PLANET RATING

Originality ●●●●
Graphics ●●●
Use of machine ●●●
Value for money ●●●●

STAR RATING

Red Giant

Title: Sodov the Sorceror
Computer: Spectrum
Supplier: Bugbyte
Price: £2.95

Sodov the Sorceror has employed three young apprentices by taking advantage of a mediaeval YOPs scheme. Whilst he is busy defending his castle, they are down in the courtyard stirring some potent brew in a giant cauldron. Originally written by Tymac for the 64 under the name Gandalf, Bugbyte have converted the game to the Spectrum, dropped the price down to budget level and changed the name, presumably because of copyright problems from the Tolkien estate.

The castle is herds of passing green dragons, By firing magic spells at them, Sodov can transmute them into gold pieces each one stunningly depicted on the screen as a white pixel. Casting spells costs power as does collision with a red spider or standing under an angry cloud. Power can be replenished by going to the top of one of the two towers and waiting.

As the dragons get past your defences, so the door to the castle opens. When it finally succumbs, a dragon rushes in and steals your apprentice. You can now chase the dragon outside the castle where you can lay mines as you decide whether to rescue your helper or collect gold pieces instead.

That's all there is to this game. I found the gameplay to have no addictive qualities whatsoever and even at budget level, there are many better games about.
G.H.

PLANET RATING

Originality ●●●
Graphics ●●●
Use of machine ●●
Value ●●

STAR RATING

White Dwarf

Title: Ark Pandora
Computer: C64
Supplier: Rino
Price: £9.95

In this new arcade adventure released under Alligata's new Rino label your mission is to find and pinch a sacred scroll from a deadly island.

This isn't going to be easy as there are bandits on the road and the important areas are patrolled by soldiers and guards. If that isn't enough you are constantly tracked and chased by mercenaries. Finally, you will also have to get past the palace guard and do battle with a High Priest and a Warlock.

Luckily there are also some people on the island willing to help you such as the Hermit, fishermen, a condemned man and even a witch. They will be able to give weapons and equipment you will need but will expect something in return.

The locations of the island are displayed graphically in a strip at the top of the screen. Below it are icons that allow you to look into locations, to the north, south, east and west, pick up and drop objects, select an object you have to use (such as an axe or a sharp disk), a trash can to end the game or a tape/disk icon to save it.

The package is completed by a game editor that allows you to alter the games graphics.

Ark Pandora includes some interesting ideas but the game mechanics and the curious mixture of arcade sytle zapping and adventure puzzle solving is definitely an acquired taste.

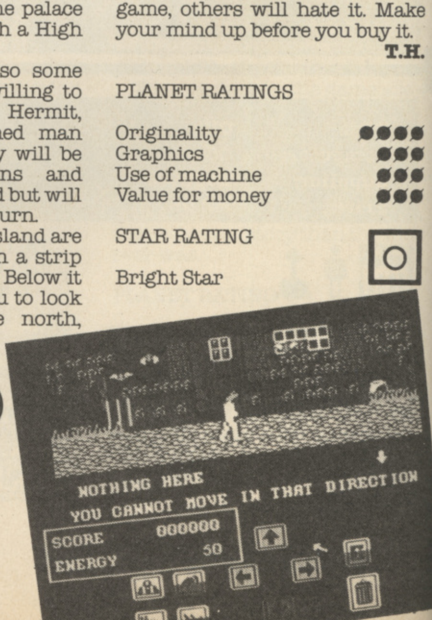
Some people will love this game, others will hate it. Make your mind up before you buy it.
T.H.

PLANET RATINGS

Originality ●●●●
Graphics ●●●
Use of machine ●●●
Value for money ●●●

STAR RATING

Bright Star


```
NOTHING HERE
YOU CANNOT MOVE IN THAT DIRECTION
SCORE        000000
ENERGY           50
```

Title: Elektraglide
Computer: Commodore 64
Supplier: English Software
Price: £7.95

Elekraglide is an incredible game on the Atari. The Commodore 64 version is expanded and revised — and just as good.

The concept behind Elekraglide is just to stay on the road, no other cars, no closed circuit track, just you, a track, lost of beligerent objects, tunnels and incredible graphics.

The game is vaguely racing based, though whether you are driving a car or not is debatable, The road stretches out in front of you in Pole Position style 3D and mountains grace the horizon.

Scenery such as sign posts and trees line the road, though you stay on the road whatever happens.

Fast indicental music hammers away in background to get you in the mood lengthened and improved from the Atari version. The general appearance of the graphics is less than the Atari version. This says more about how good the Atari version is rather than anything else. The shading is just that bit better on the Atari due to the extra 112 colours that you get on that machhine. But the Commodore version is still pretty excellent in the graphics front.

After the game starts and you are greeted by the vector graphic titles, you can select which joystick envelope you want to use, This affects the sensitivity of your controller.

You can also select which of three tracks you want to use Eengland, USA, or Australia. I think England is easier than the other two, but there is no inidcation of difficulty, and it may only be my personal preference (like I can get further on that track!). Changing track also changes the colour of the scenery and the type of shrubbery that is along the side of the road.

As you drive along you can encounter rotating, triangular prisms that you can drive around, bouncing balls looking like something out of 'The Prisoner' that bounce up and down as well as zig-zagging from side to side and rushing towards you! A plane can also fly overhead and drop piles of vertical bars that can impede your progress unless you swing around them.

And, an extra from the Atari version, you get the occasional short tunnel in the track.

Get to the end of a section within the time limit and you go onto the next, harder, section. You do this be entering a longer, twisty, tunnel tht connects up the different sections.

The game could be summed up by a comment to me from a very puzzled 'Your Commodore' (our sister magazine) editor, who was reading the instructions as I was first playing the game — 'it's got how to play the game, but tells you nothing else . . '. That says it all. No corny story or scenario. Just a game to get down and play — a real gamers game.

PLANET RATINGS

Originality	●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●

STAR RATING

Nova

Title: Skyfox
Computer: Spectrum
Supplier: Ariolasoft
Price: £7.95

At last this superb air combat game is available for the Spectrum.

The original C64 game was reviewed in Gamer back in August last year and since then Spectrum owners have been waiting for it. They won't be disappointed.

Although the game is almost totally in black and white (to avoid any colour smudging) there's enough action and variety to keep most players happy.

Your mission as the pilot of Skyfox is to defend your home-base from attacking aliens who come at you in tanks, jet fighters and of course motherships. The motherships are the most difficult to handle since not only are they difficult to destroy they also launch tanks to add to your problems.

To help you with this onslaught your Skyfox fighter is equipped with front firing lasers and a limited supply of heatseeking and guided missiles.

If you run low on fuel or need repairs to your shields then you can return to your base. If the base is destroyed then you're literally on your own.

The screen display shows the 3D view through the cockpit which dips and rolls as you fly over the landscape. Things get a little jerky when there are about six planes in front of you but a few well timed laser bolts should cure this.

Your Skyfox is also fitted with an onboard computer to help you plan your defence and an auto pilot that will take your straight to the action.

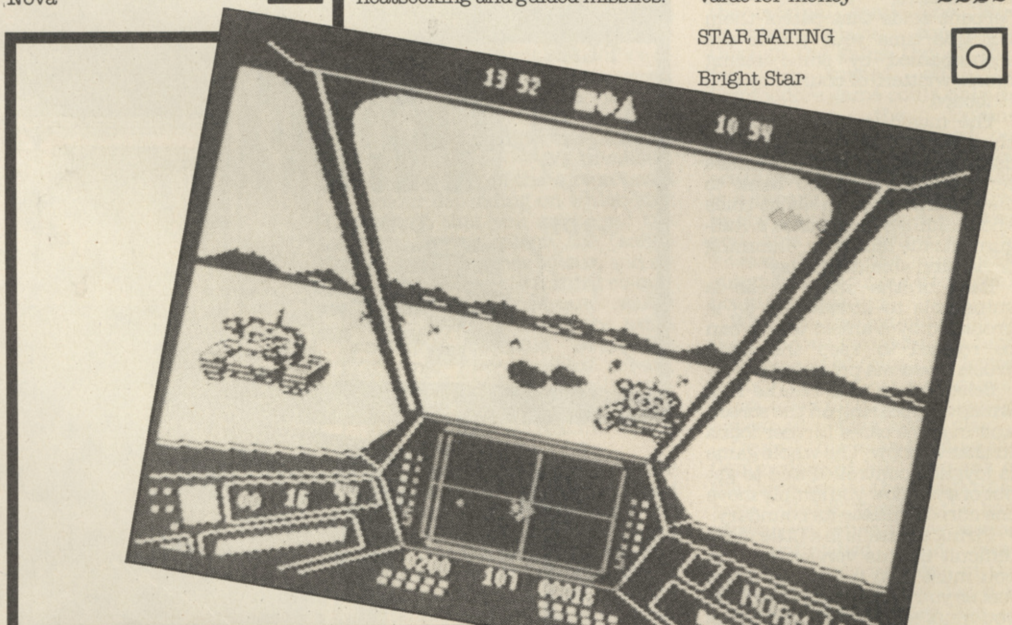
Add to that lot the choice of five skill levels and a choice of 15 different scenarios including training missions and different enenmy attack formations (including my favourite, the aptly named 'Alamo') and you have a good conversion of an excellent game.

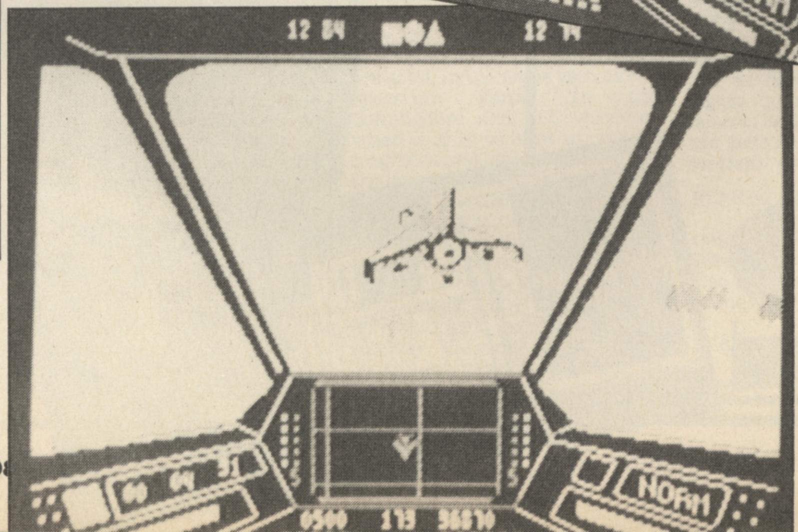
PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING

Bright Star





Title: Zoids
Computer: C64
Supplier: Martech
Price: £7.95

The Spectrum version of this superb game was reviewed in depth in last month's Gamer so this review was intended to be just notification that the C64 version was now available. However, there have been considerable changes made to the original Spectrum game which are discussed in detail below. As you will see they go far beyond the usual graphic and sound improvement normally found in C64 versions.

Having said that, the plot remains the same in that the war between the Blue Zoids (the good guys) and the bad Red Zoids is reaching its climax. Unfortunately the entire Blue Zoid war effort rests on you, a sole human, who must single handedly take on the enemy to find the pieces that once was the great Zoidzilla. Only then will you be able to challenge the might of the arch baddy, Redhorn the Terrible.

As in the Spectrum version you must destroy the city networks and the Spinebacks, Hellrunners, Slithers and Serpent zoids that patrol them but this time your efforts are accompanied by some string music written, of course, by Rob Hubbard.

The music is just one of the changes as the C64 has eight different icons which include sensors and the Info bank to display information about zoids and buildings in the area a Railgun, Missile launcher, Jamming device and shields display.

Each of the above areas is vulnerable to attack and so is protected by a shield which can be rotated to keep the more crucial systems protected.

Selecting an icon results in a window appearing on the screen and in some cases further icons in that window. The whole game is joystick controlled and to get out of a window you simply move the cursor outisde its boundary.

Firing a missile is a little more difficult in this version as first you must arm it with as much fuel as you think it will need then you must steer it, by controlling its elevation and heading, to the target.

Firing the Railgun also requires a steady hand as you must keep a moving target within your sights that consist of two rotating circles that are almost guaranteed to distract you.

If you want to opt for the subtle approach you can send out a radio signal to jam the signals from cities, zoids and missiles. However, this is no easy task as you must first select a carrier wave, add to it a variable wave then adjust the frequency, amplitude and phase of the variable wave until they match. All while you're under threat of an attack!

Finally you can also lay surveillance mines that alert you when an enemy approaches so that you can detonate them at the right time.

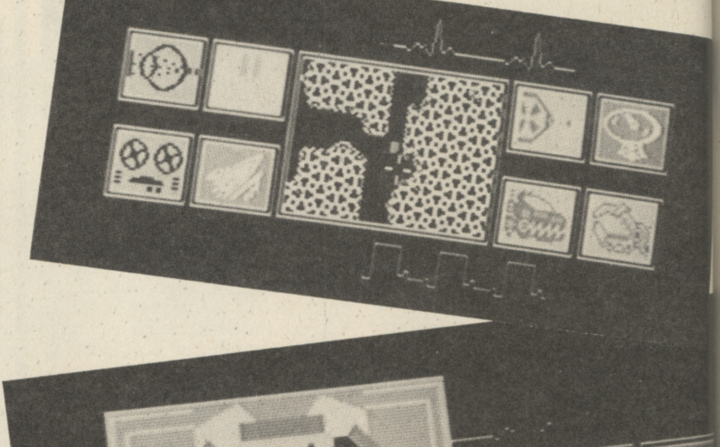
The result is a game as good if not even better than the original and will even challenge players who have completed the Spectrum version. **T.H.**

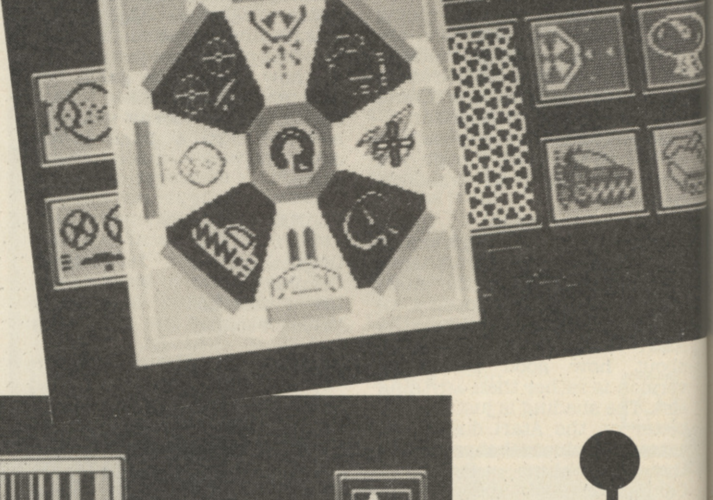
PLANET RATINGS

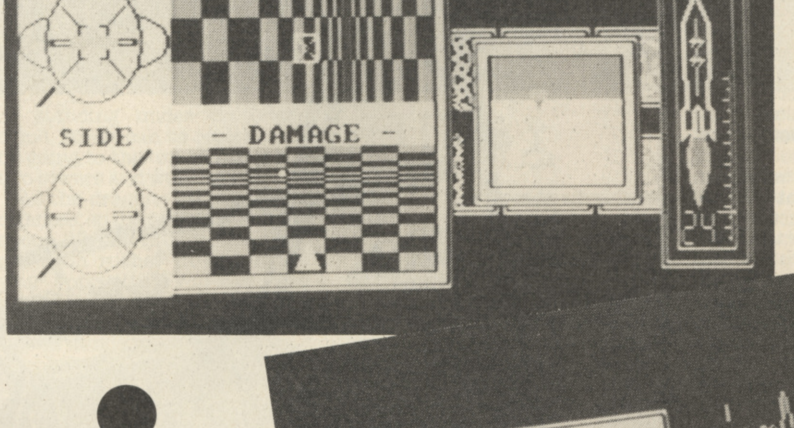
Originality	●●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●●

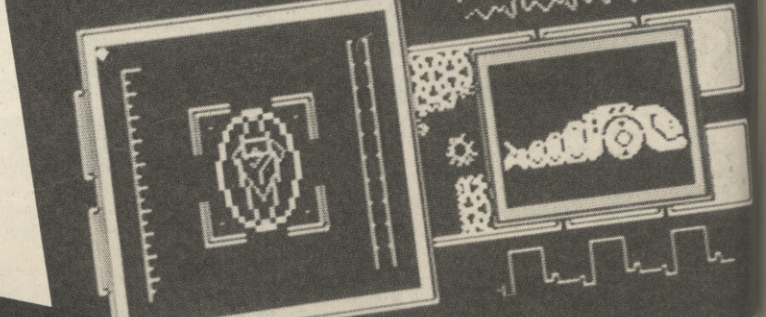
STAR RATING ☼

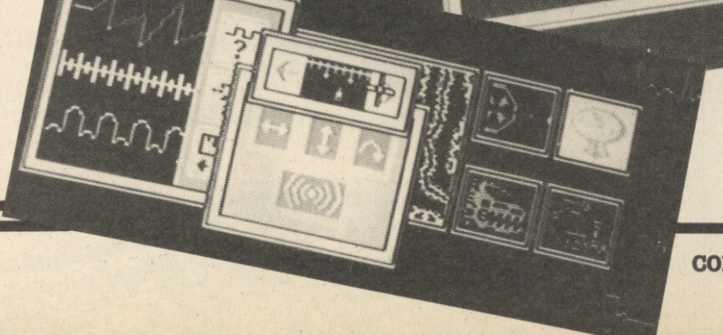
Nova











REVIEWS

Title: Time Tunnel
Computer: C64
Supplier: US Gold
Price: £9.95

The gnome king is coming to the end of his reign and is in search of a worthy successor, You have managed to catch his eye so far and if you can succeed in this taks, must have an excellent chance of being selected.

An evil cyclops has stolen seven pages of an ancient gnomic scripture and scattered them throughout the ages of time. If you can recover and decipher them, you will release some of your kindred who have been trapped by tree spirits and wouldn't otherwise have a gnome to go to.

Starting off in the gnome mansion, you soon find a time machine and how to use it. There are seven ages you can select from, each containing a page of the script. The ages range from a prehistoric stone age to a futuristic black hole, calling in on ancient Greece and Persia, seventeenth and nineteenth century America and an intergalacric spaceship. Each time zone has several locations with objects scattered throughout to help you on your quest. The locations are strangely arranged. In the house for example you enter a room from the side but can only leave it via a door at the far end.

Your gnomes can only hold one object at a time although he can use a storeroom whenever he wants he can store up to four items. Most of the things that you need can be found in the appropriate time zone, but some do not and you can make good use of a time hole to whisk you off to another period which should be helpful to you.

Control of your gnome is entirely via the joystick. what happens when you press the firebutton depends on where you are and what you are trying to do. First choice would be to perform an action such as open a door or pull alever etc. If you are carying an object, you drop it and if you are next to one, you pick it up. Finally, if none of these apply, you fire a lightening bolt.

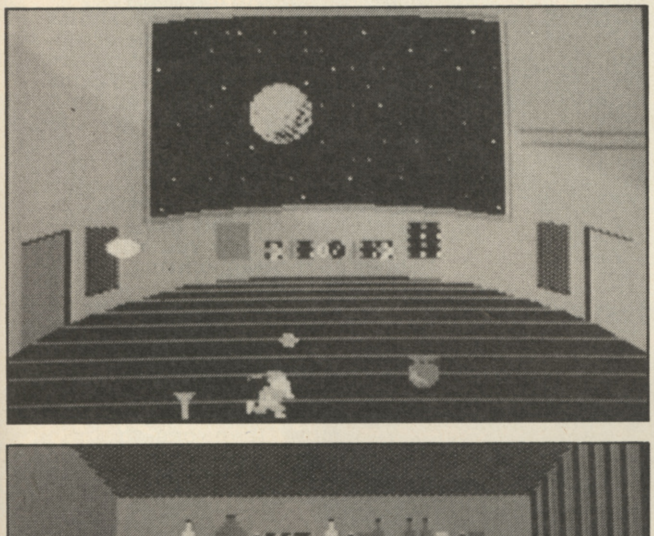
The game's graphics are average and some of the tunes are somewhat out of place — Swing Low Sweet Chariot, a negro spiritual, is used to denote ancient Greece. The possibilities for a game based on time travel are enormous, but time tunnel does not particularly do them credit. The gnomes at the bottom of your garden may enjoy this one, but that's about all. **G.H.**

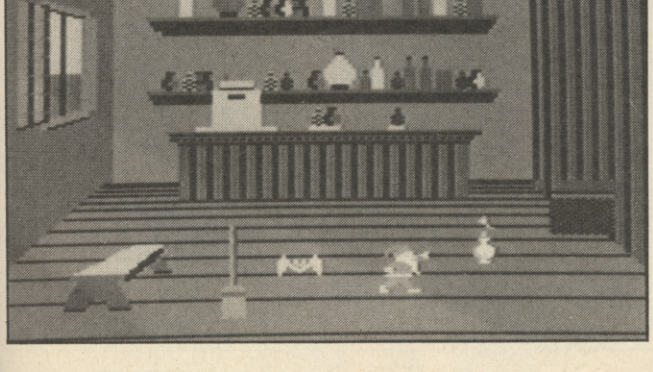
PLANET RATINGS

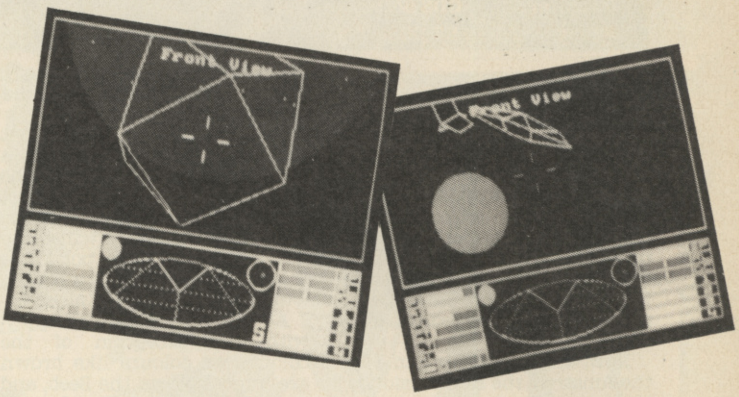
Originality	●●●
Graphics	●●●
Use of machine	●●
Value	●●

STAR RATING ○

Bright Star







Title: Elite
Computer: Amstrad
Supplier: Firebird
Originator: Acornsoft (Concept), Torus (Conversion)
Price: £11.95

What can you say about Elite? If you havn't seen or played it you will have read a review or a feature on it. If this is the first time that you have read about it, then I must congratulate our distributors on delivering your copy to you in that little cave deep in the Amazon jungle.

After the incredible build up and exposure that the game has received, I think it will suffice to describe the differences between the Amstrad and the original BBC version.

The obvious difference is in the screen display — it's in colour. The top part of the screen has a colour depending on which star system that you are in, so the sum in one colour, the (solid) planet is another colour, and all other objects are a third colour. This is very good, and makes fairly effective use of the extra colours available over the original BBC graphics screen, whilst not overly complicating the game at the expense of speed and features that real full colour would have done.

As briefly mentioned earlier the planets are solid, so, instead of being able to se through the planet, in this case it is a solid disc. This is a nice touch and just adds that certain something.

The solid colour system is also extended to the long area map, where your range is shown by a grey disc, centred around your current location, Explosions too, are solid, in the same vein as the Spectrum game. In the Commodore and BBC versions, when a ship is shot at, it will fragment and bits will remain on the screen until they fizzle out.

Due to speed limitations on the Spectrum, a red disc was drawn over the eneny ship, to remove it from the screen. This has been used on the Amstrad, but extended slightly into a more 'explosionish' explosion with slightly glowing edges which looks a lot more credible that the Spectrum dodge.

The graphics owes more to the BBC (which has almost identical graphics ability), than to the spectrum. This means that they are much smoother than the spectrum, and only a bit slower than the Commodore 64 version. But the important thing, the smoothness of movement, ahs been preserved. So there is none of the jerkiness of the Spectrum version.

Sound has been altered from the original game, The 'Blue Danube' plays constantly through the game, though this can be turned off. The Commodore game could only do this when the docking computers were switched on. One problem arises when you are targeting missiles, the music is comparitively loud compared to the 'missile locked on' beep and this can sometimes be missed, though the music does automatically cut out if too much noise is happening.

Whether the extended bit of the previous two versions have been preserved (cloaking device, energy boosters, extra missions) is not known, these only usually appear after a few weeks play.

Overall this is as good as the Commodore or BBC versions of the game. Some other magazines have called it 'possibly the best version yet' when the reviewing the unfinished (and quite different) early versions of the game. You couldn't say that it is the best because they are so different, but it is certainly the most visually attrative, and is certainly no worse than any other version.

PLANET RATINGS

Originality	●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●

STAR RATING ☼

Nova

Title: Steve Davis Snooker
Computer: BBC B
Supplier: CDS Software
Price: £7.95

Snooker is one of those sports that has caught the public eye over the past few years, and with Steve (That's why I'm so interestin') Davis getting caught up with all sorts of money making spin offs since his rise to fame, the 'official' Steve Davis snooker simulation really had to be.

Now, a very popular game for the Amstrad, the BBC version is, in fact a very good simulation. You can pit your wits against Steve (in reality the computer), and, with a little practice, have a go at beating him.

Not that this task is all that easy mind, you have to align a rod between the white and the target ball, select the right shot (top spin, bottom spin, or left or right skew) knock the white into the pocket, or even pot more than one colour with one shot, which is definitely not snooker.

All the standard rules apply, with the exception of the colours, as colours like brown are impossible on the Beeb, and green balls on a green table are not easily seen, black is represented as a white circle and the brown by a green and a red dot, green is a white outline of green.

'Steve Davis Snooker', really lets itself down in that there are no sound effects whatsoever, which spoils the overall quality of the game, this is something that should be remedied as soon as possible, espeically as the far inferior Acornsoft version of snooker (which goes potty on the BBC+) is not a great deal better, no satisfying 'clack' as the balls collide, not even a beep when you have to nominate colours!

All in all, 'Steve Davis Snooker' is a bit of a curates egg, certainly the graphics are good, and it offers a very good game, and even gives an accurate rendering of balls rebounding all over the plac,e I would even say it is as enjoyable as watching it on TV, but with no sound effects it is like having no commentary on TV with the sound turned off. Until these limitations are sorted out, I would approach Snooker with caution as this spoils the overall games playing. Still, it does work on the BBC Plus, which is more than can be said for Acornsoft's older offering.

PLANET RATING

Originality	●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●

STAR RATING

White Dwarf

Title: Show Jumping
Computer: Spectrum
Supplier: Alligata
Price: £7.95

Show Jumping has never been one of my favourite sports so why do I keep going back to this game for one more go? After all it's infuriating.

The game can be played either on your own or in competition with 7 others.

The solo game also doubles as a practise mode but is still challenging as you have to complete 8 different courses that get increasingly more difficult. This you have to do within the 100 second time limit and without scoring more than 20 faults.

Controlling the horse is achieved, in theory, by joystick or redefinable keyboard and can be moved in any of twelve directions around the scrolling course. A plan of the course is displayed on the screen before you start so you can work out the order that the fences should be taken in but then you're on your own.

In the multi-player option each contestant selects a horse which just happens to be named after an Alligata game (e.g. Who Dares Wins II, Ark Pandora and so on), and has one chance to get round a randomly selected course. Any ties are settled by a jump off against the clock.

The graphics are excellent as the horse bounds around the course knocking bricks out of walls and fences flying and there's a passable rendition of the BBC showjumping theme before the game begins.

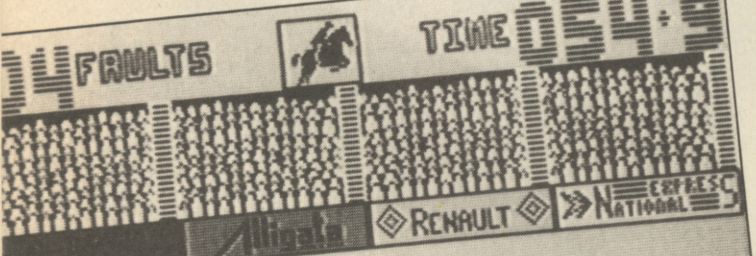
This is definately the game to play instead of watching the Horse of the Year show. **T.H.**

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING

Nova



Eecaans Star Guide

Black Hole — This should be avoided at all costs as anything that gets too close to it is immediately sucked into the vacuum. A game given this description is totally void of any interesting features.

White Dwarf — This is a small dying star that is now far from it's best. Any similar games may lack lasting appeal.

Bright Star — Like your sun, games given this description will be bright and interesting and will support intelligent life.

Red Giant — Brighter than a bright star such a game will have an outstanding feature or game system.

Nova — If you see a game with a Nova rating you should immediately rush out and buy it. Novas are bright and spectacular and can influence neighbouring planets.

Supernova — This is the ultimate in stellar systems for this incredible explosion of a star can effect entire galaxies. If a supernova game runs on a computer that you don't have then buy the machine and then buy the game!

Nebula — Although at first nebulae look bright and interesting they are in fact constructed totally from hot gasses. Beware of any game carrying this symbol as you will probably find it disappointing.

Planet ratings

Planet ratings are marks out of five for specific areas of a game. These include Originality, graphics, use of machine and value for money.

Originality — How original is the game? Is it a completely new idea or is it the 83rd version of Pacman.

Graphics — Do the Graphics amaze your friends or send them to sleep.

Use of machine — does the game push the machines hardware to the limits or was it written in three lines of Basic.

Value for money — Is it daylight robbery or a steal?

Game symbols.

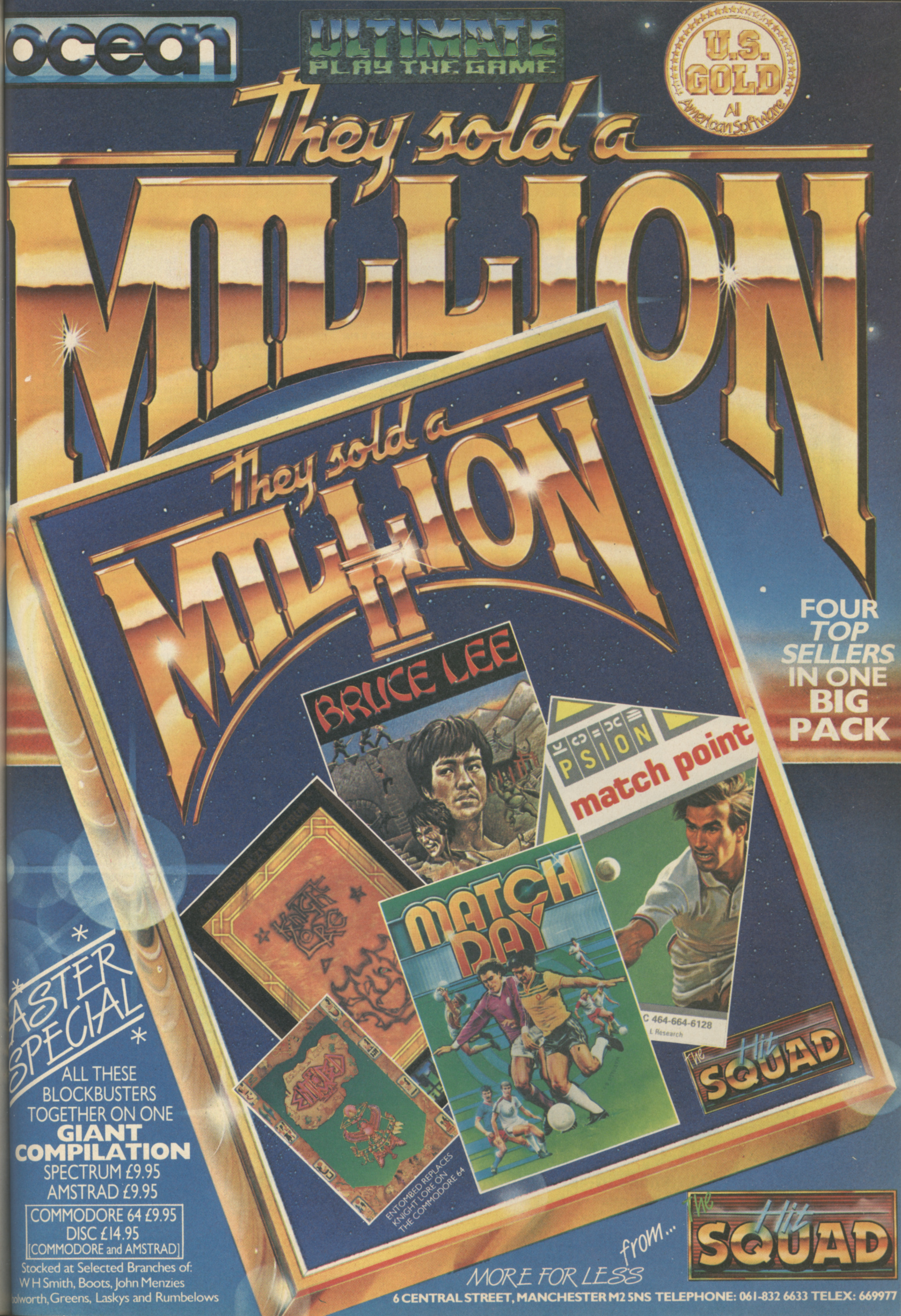
These symbols indicate which category the game belongs in. It is however possible for a game to be in more than one group in which case more than one symbol will appear by the review.

Adventure
Action
Simulation
Strategy
Sports
Wargame.

Number of players minimum/maximum

Joysticks required/optional.

TO
CO
Stock
WHS
Woolworth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BETWEEN THE COVERS

Jane Naylor presents her selection of this month's games books.

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Writing Adventure Games on the Amstrad CPC464/CPC664

Mike Lewis & Simon Price

Title:	**Writing Adventure Games on the Amstrad CPC 464/664**
Authors:	**Mike Lewis and Simon Price**
Price:	**£6.95**
Publisher:	**Melbourne House**

There can't be many people left in the universe with an Amstrad who don't have at least one book on how to write adventure games on it. But if there are any of you out there, or for anyone getting bored with their usual source of ideas, this book is well worth taking a look at.

It is a wide-ranging look at the subject which includes a general look at the current commercial scene as well as host of hints and practical advice on writing your own games.

The book is divided into four sections; adventure games in general, the Adventure Kernal, implementing the Kernal on the Amstrad and an example scenario. The general section begins with a look at the history of adventure games (such as text, graphics, arcade and adventure. It then goes on to discuss the principles of plotting, the structural elements and how to save space and make the most of your memory.

Section Two is devoted to a special idea of the authors; the Adventure Kernal System. They claim that this a data-driven adventure games structure which enables you to change the adventure scenario data without needing any knowledge of programming and without having to modify the main driving routines, They have particularly avoided specific coding where each action or event it tied to a specific piece of code. Instead they have worked on the basis of a number of modules with all the data stored as a series of DATA statements that can be changed to suit the writer's scenarios.

Section Three develops the idea more fully with particular reference to the Amstrad machines and illustrates some valuable programming techniques and data structures.

The final part provides the listing and instructions for a working sample adventure program that you will be able to key in and play immediately. It is called 'Witch Hunt' and, accompanied by some amusing illustrations and some good, clear explanations, it places you in medieval England trying to find out the identitiy of the local witch . . .

The book finishes with a useful Chexsum which is a way of helping you to check that you have typed in the listing accurately. Melbourne House usually feature these with their listings books and they certainly are a welcome aid for the finger-sore keyboarder.

Overall, for £6.95 this book contains a lot and is pretty good value for money. If you are looking for something to help you get more from your Amstrad then this might be just the ticket.

Title: **Adventure Games for the BBC Micro**
Author: **A.J. Bradbury**
Price: **£6.95**
Publisher: **Collins**

A welcome change from how to write games for the Amstrad, this time it's the turn of the BBC Micro. This is a hefty tome, 234 pages in all, by an author who manages to keep up his enthusiasm right to the last page.

It is aimed at people who have already got a certain knowledge of BASIC and who want to get on to more ambitious programming, writing their own games.

Along the lines which are no doubt now becoming familiar to readers of these pages, the author takes you through all the stages of designing and writing a good adventure game on your micro.

He starts off breaking down the average game into its essential components of communication, commands, room descriptions, a plot and the problems. This might seem rather obvious, but it's actually important to spend time looking at the basics before plunging straight in with the coding.

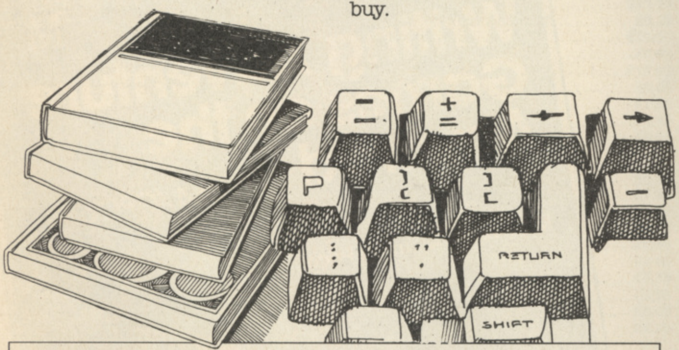
The book discusses the importance of developing a good plot and how to sketch out a skeleton which will be the basis of your game, before going on to how to build it up in modules. Chapter 4 examines how to develop a cast of characters while the next chapter shows how to map out the 'rooms' or other locations pose, e.g. AND, CHR$, DATA etc.

Other subjects covered are the layout of rooms, placing objects, the input and interpretation of instructions, structuring, sound and graphics, and so on. Each chapter contains at least one module demonstrating the points discussed and providing useful routines for you to use within your own programs, There are also a few line diagrams to illustrate things such as flow plotting.

Finally, a complete program is provided at the back for you to start off with. It is not given with a great deal of detail, but, as the author says, you should know enough by then not to need your hand holding too much.

I like the tone of this book; there is plenty to get your teeth into and at £6.95 it's not as bad buy.

A J BRADBURY
ADVENTURE GAMES FOR THE BBC MICRO



Title: **Simple Words and Word Games for the Commodore 64**
Author: **Jonathon Inglis**
Price: **£1.95**
Publisher: **Granada**

Well, you win a few and you lose a few. I think this book is one of the cheapest, tackiest and most amateurish books on computing that I have ever seen.

A full quarter of it is devoted to such subjects as how to key in programs (remember to press the RETURN key at the end of every line), with whole paragraphs on the Shift Lock Key, the Commodore Key and other such trivia. This information is available in the first few pages of the Commodore user manual and I can see no justification for repeating it here.

The so-called 'programs' are an fact very short routines, in one case only 3 lines long. They do amazingly intricate things like display 'Commodore is fantastic' on the screen, or allow you to key in your name so that the computer can say hello. The longest 'game' is 43 lines and is an elementary wordsearch puzzle.

The text has not been typeset, but as an economy measure it has simply been photographed from Commodore dot matrix printout. The result is patchy, faint in places and generally not at all easy to read. Even within the 64 pages there is a fair bit of padding with illustrations and screen shots, so overall you get very little for your money.

I'm afraid I can't really think of much that's positive to say about this book. Although it is clearly aimed at beginners it is much more elementary than it need be, it is a misnomer to call 10-line routines 'games' and I feel that anyone who even shells out £1.95 for it is likely to be very disappointed.

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Amstrad CPC 464

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Avoid the rockets and anti-aircraft guns and DYNAMITE the dam, only the most skilful pilots succeed. NEMESIS a sophisticated version of Othello with many colourful options and levels of play. Amstrad Cassette 50 incudes arcade type games, war games, adventure games, logical, tactical, and educational games, a flight simulator, and a business strategy game.

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12. Noughts and Crosses
13. The King's Orb
14. Play Your Cards Right
15. Creepy Crawley
16. Hangman
17. Pontoon Bet
18. Fireman Rescue
19. 3DMaze
20. Colony-9
21. Backgammon
22. Solit
23. Yamzee
24. Three Cardbrag
25. Trucking
26. Rally 3000
27. Sitting Target
28. Nemesis
29. Space Ship
30. Jet Flight
31. Dragona Maze
32. Intruder
33. Inferno
34. Ghosts
35. Fantasy Land
36. Space Base
37. Planets
38. Hopping Herbert
39. Dynamite
40. Timebomb
41. Day at the Races
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50. Exchange

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8. Martian Knockout
9. Boggles
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11. Lunar Landing
12. Maze Eater
13. Microtrap
14. Motorway
15. Labyrinth
16. Skittles
17. Race Track
18. Ski Run
19. Tanks
20. Solar Ship
21. Ten Pins
22. Cars
23. Stomper
24. Pinball
25. Cavern
26. Laser
27. Alien
28. Cargo
29. The Race
30. The Skull
31. Orbit
32. Munch
33. Bowls
34. Raiders
35. Field
36. Draggold
37. Space Search
38. Inferno
39. Nim
40. Voyager
41. Sketch Pad
42. Blitz
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Commodore 64

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7. Radar Landing
8. Attacker
9. Galactic Dog Fight
10. Psion Attack
11. Evasive Action
12. Noughts & Crosses
13. Boggles
14. Pontoon
15. Ski Jump
16. Hangman
17. Old Bones
18. Thin Ice
19. Orbitter
20. Motorway
21. Force Field
22. Nim
23. Tunnel Escape
24. Barrel Jump
25. Cannonball Battle
26. Overtake
27. Sitting Target
28. Smash the Window
29. Space Ship
30. Jet Flight
31. Phaser
32. Intruder
33. Inferno
34. Ghosts
35. Submarines
36. Rocket Launch
37. Planets
38. Black Hole
39. Dynamite
40. Do Your Sums
41. Derby Dash
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43. Universe
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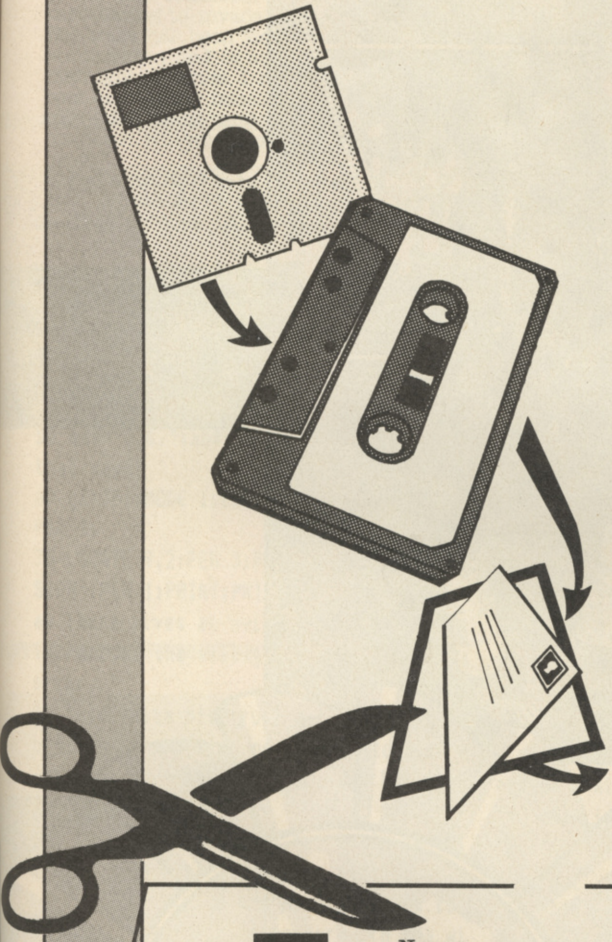

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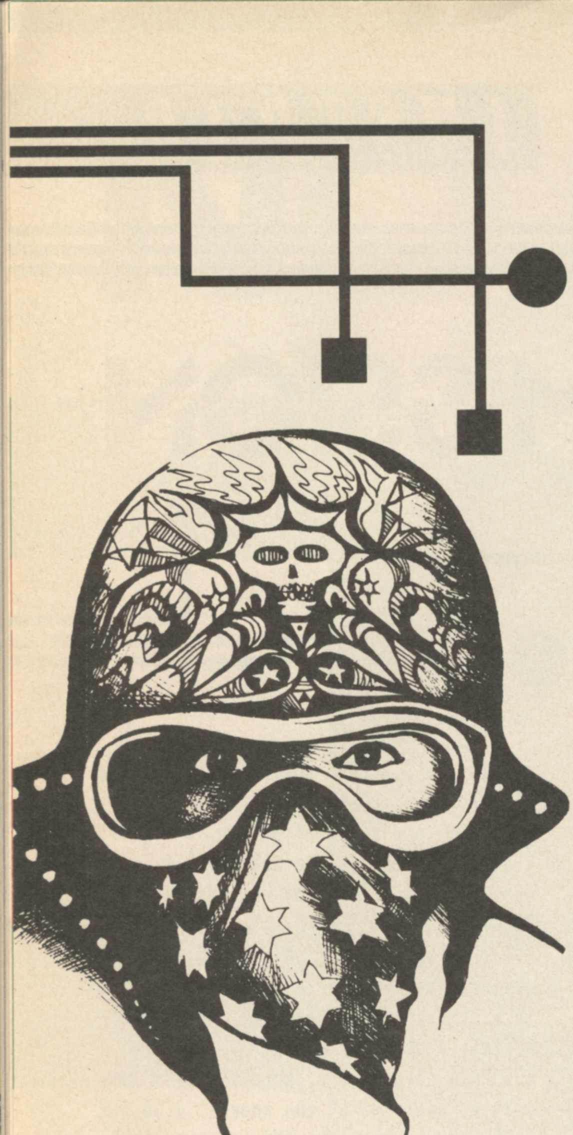
THE DEADLY MISSION

A graphical adventure for Amstrad Computers
by S.W. Lucas

In a land far far away there lives an evil Magician who has cast his spell over the land of Ra. The armies of Gorlath have fallen under his command and are threatening to invade the land. His train has been loaded with ammunition and is waiting for midnight to strike. I have been sent on a deadly mission to destroy the train and kill the magician. Will you help me in my quest?

You must do this by typing in one or two word instructions such as 'get rope', 'go north' etc.

```
10 REM ** THE DEADLY MISSION **
20 REM ** A GRAPHICS ADVENTURE GAME FOR
AMSTRAD COMPUTERS **
30 REM ** EXCEPT THE 8256 **
40 REM ** S.W. LUCAS **
50 aa$="O.K.":ab$="I'm sorry I can't go
that way!"
60 g%=301:MODE 1:CALL &BC02:PAPER 0:CLS:
PEN 1:
70 LOCATE 9,2:PEN 3:PRINT"THE DEADLY MIS
SION":PEN 1:PRINT:PRINT"In a land far aw
ay there lives an evil  Wizard, who has
terrorised the villagersof Ra with his s
orcery."
80 PRINT"With his cruel magic, he has su
bjected  the armies of Gorlath to his cr
uel will and they are now under his comm
and."
90 PRINT"At this moment his train is ful
l of      magical ammunition waiting in a
 siding  at Kirlov and my mission is to
destroy  the train, together with the wi
zard "
100 PRINT"before he does any more harm."
110 PRINT:PRINT:PEN 3:PRINT"Please help
me in my task."
120 a$=CHR$(13):RESTORE 130:FOR x=128 TO
 137:READ b$:b$=b$+a$:KEY x,b$:NEXT
130 DATA search,pray,go south,help,go we
st,inventory,go east,score,go north,wait
140 DIM s%(72,3),q$(72),v$(5),g$(30),b%(
30),a%(30),n$(30),n%(30)
150 RESTORE 190
160 FOR x=1 TO 72:READ q$(x)
170 FOR y=0 TO 3:READ s%(x,y)
180 NEXT y,x
190 DATA in a well stocked village shop.
,0,0,0,0,in the village pub. A wide pass
age leadseast to the bar.,0,0,3,0
200 DATA standing at the bar.,0,0,0,2,in
 a quiet street to the north of the   vi
llage square.,0,10,5,0
210 DATA in a small quadrangle. A small
crowd of people are standing outside the
 village shop.,0,0,0,4,in an alleyway at
 the north of the main street.,0,12,7,0
220 DATA standing outside 'The Farmer's
Arms'.,0,0,8,6,on the banks of a shallow
 river. A tall mountain range stands to
the north.,0,14,0,7
230 DATA on a narrow footpath at the sid
e of a   shallow river.,0,15,0,0,at the
end of a wide shopping mall.,4,0,11,0
240 DATA in a shopping mall. A flight of
 stairs  lead down.,0,0,12,10,in the mai
n street.,6,0,0,11
250 DATA by a large bandstand.,0,0,14,0,
in a small park.,8,21,0,13
260 DATA in a dense wood.,9,22,16,0,in a
 small thicket.,0,0,0,15
270 DATA skating on a crowded village po
nd.,17,17,17,17,at the side of a frozen
village pond. A man stands at the side w
ith a notice    which reads 'Skates for
hire'.,0,0,19,0
280 DATA in a small church yard.,0,0,20,
18,outside a locked church.,0,0,0,19
290 DATA standing next to the park gates
 which   are locked at the moment.,14,0,
0,0,in a clearing in the woods. There is
 a  large oak tree here.,15,0,0,0
300 DATA in the branches of an old oak t
ree.,0,0,0,0,at the southern edge of the
 frozen       village pond.,0,0,25,0
310 DATA in a field of golden corn. A bu
ilding   stands in the distance.,0,32,26
,24,in a small field of grazing cows.,0,
33,27,25
320 DATA at the edge of a field. A stile
 leads   out into a farm yard.,0,0,0,26,
in a farmyard. A stile leads west into
a field of cows.,0,0,29,0
330 DATA outside a dilapidated farmhouse
. It's   raining at the moment.,0,35,0,2
8,in a small room. An old man sits aslee
p in a chair by the fire.,0,0,0,0
340 DATA by the farm gate.,0,0,32,0,in a
 freshly planted field.,25,0,0,31
350 DATA in an overgrown field next to a
 disused railway line. A large hill lies
 to the west.,26,0,34,0,by a narrow tunn
el leading into a stone wall.,0,0,0,33
360 DATA by an enormous compost heap.,29
,0,36,0,standing in the farmyard next to
 a smallrusty car.,0,0,0,35
370 DATA on a cliff top overlooking a st
ormy sea.,31,44,38,0,on a cliff top. A b
arbed wire fence     prevents further pr
ogress east.,0,0,0,37
380 DATA standing at the side of the 'Sp
inning   Waltzer' ride.,0,46,40,0,at the
 entrance to a large funfair. A   narrow
 tunnel leads north into a stone  wall.,
0,0,41,39
390 DATA outside a small factory.,0,0,42
,40,in a builder's yard which is full of
    bathroom fitments.,0,0,0,41
```



THE DEADLY MISSION

```
400 DATA in a small carpark at the edge
of town. A terrible traffic jam prevents
 me       driving south.,0,50,0,0,in a sm
all graveyard on the clifftops. Awild do
g prevents further progress.,37,0,0,0
410 DATA outside a group of caravans.,0,
52,46,0,by a stall covered with playing
cards. Aman offers 3 darts for fifty pen
ce.,39,53,0,45
420 DATA in a small office. A calendar d
ated 1982hangs on the wall.,0,0,48,0,in
a small factory. The men are busy on som
e strange machines.,0,0,0,47
430 DATA on the pavement at the side of
a trafficjam.,0,0,50,0,at the side of a
busy road.,43,0,0,49
440 DATA inside the big top. A large cag
e of     lions stands in the centre.,0,0
,0,0,outside a big top.,45,0,0,0
450 DATA on a narrow footpath leading be
tween    tall trees.,46,0,0,0,in a waiti
ng room. A fire burns in the  grate.,0,6
0,0,0
460 DATA on a footbridge over a narrow g
auge     railway.,49,0,56,0,in a small b
ooking office. The counter  is closed bu
t a ticket machine stands inthe corner.,
0,0,0,55
470 DATA in a large cage of lions.,0,0,0
,0,in a small square. A busker plays his
 violin to the west.,53,65,59,0
480 DATA in a narrow alleyway full of du
stbins.,0,0,0,58,at the end of a railway
 platform. An oldcarriage stands here,54
,0,61,0
490 DATA on a wide platform.,0,68,62,60,
at the end of a wide platform.,0,0,0,61
500 DATA in a bus station. There's not a
 bus in  sight.,0,0,64,0,in a covered pa
ssageway.,0,0,65,63
510 DATA in a covered arcade.,58,70,0,64
,at the end of an old railway carriage.,
0,0,67,0
520 DATA in a disused railway carriage.,
0,0,0,66,in a railway siding.,61,72,69,0
530 DATA inside a large engine shed.,0,0
,0,68,outside the public library which i
s    closed at the moment.,65,0,71,0
540 DATA in a small courtyard at the bac
k of the library.,0,0,0,70,standing unde
rneath a signal box.,68,0,0,0
550 RESTORE 570:FOR x=1 TO 20
560 READ g$(x),b%(x),n$(x):n%(x)=x:NEXT
x
570 DATA an armed guard.,53,guard,a set
of car keys,2,keys,a foreign agent,49,ag
ent,a coin,4,coin
580 DATA a pair of skates,1,skates,the s
hop assistant,1,assistant,the barman,3,b
arman,a revolver,72,revolver
590 DATA the signalman,72,signalman,a wh
ip,71,whip,a stick of dynamite,57,dynami
te,a detonator,68,detonator
600 DATA a fuse,47,fuse,a five pound not
e,23,note,the emperor's train,61,train
610 DATA a golden bullet,44,bullet,a sha
rp knife,28,knife,a steel bar,66,bar,a b
ox of matches,3,matches,a computer termi
nal,47,computer
620 LOCATE 3,20:PEN 1:PRINT"Do you want
pictures <Y/N> ";
630 INPUT z$:z$=LOWER$(z$):IF z$="y" THE
N z%=1 ELSE IF z$="n" THEN z%=0 ELSE 620
640 p%=5:s%=0
650 WHILE s%<10
660 IF z%=1 THEN GOSUB 2300
670 MODE 1:CALL &BC02:PAPER 0:CLS
680 IF p%>27 AND a%(5)>1 THEN j$="I trip
 over the skates and break my neck":GOSU
B 1590
690 IF p%=57 AND a%(10)=0 THEN j$="The l
ions attack me and I die a painful death
!":GOSUB 1590
700 g%=g%-1:PEN 3:PRINT"I have just ";g%
;"minutes to complete my mission.":PRINT
710 IF g%<1 THEN j$="The Emperor's train
 has moved off and I have failed in my m
ission.":GOSUB 1590
720 PEN 1:PRINT j$:PRINT:PRINT"I am :-":
PEN 2:PRINT q$(p%):PEN 1
730 PRINT:a$="":IF s%(p%,0)>0 THEN a$="N
orth"
740 IF s%(p%,1)>0 AND LEN(a$)>0 THEN a$=
a$+",South" ELSE IF s%(p%,1)>0 THEN a$="
South"
750 IF s%(p%,2)>0 AND LEN(a$)>0 THEN a$=
a$+",East" ELSE IF s%(p%,2)>0 THEN a$="E
ast"
760 IF s%(p%,3)>0 AND LEN(a$)>0 THEN a$=
a$+",West" ELSE IF s%(p%,3)>0 THEN a$="W
est"
770 IF p%=1 OR p%=30 OR p%=57 OR p%=51 T
HEN a$="Out" ELSE IF p%=67 OR p%=48 OR p
%=2 THEN a$=a$+",Out"
780 IF p%=5 OR p%=7 OR p%=29 OR p%=41 OR
 p%=52 OR p%=60 OR p%=51 THEN a$=a$+",In
" ELSE IF p%=51 THEN a$="In"
790 IF p%=18 OR p%=62 THEN a$=a$+",Up" E
LSE IF p%=11 OR p%=56 THEN a$=a$+",Down"
800 IF p%=23 THEN a$="nowhere obvious"
810 PRINT"I can go :-":PEN 2:PRINT a$:PE
N 1:PRINT
820 e=0:FOR t=1 TO 20
830 p=0:IF b%(t)=p% AND e=0 THEN e=1:PEN
 1:PRINT"I can see :-"
840 PEN 2:IF b%(t)=p% THEN PRINT g$(t)
850 NEXT t:PEN 1:INPUT"What should I do
now ";z$:z$=LOWER$(z$):b$=LEFT$(z$,2):c$
=LEFT$(z$,3):d$=LEFT$(z$,4)
860 k=0:j$=""
870 PRINT CHR$(7):IF (b$="n" OR d$="go n
") AND s%(p%,0)>1 THEN j$=aa$:p%=s%(p%,0
):k=1 ELSE IF (b$="n" OR d$="go n") THEN
 j$=ab$:k=1
880 IF (b$="s" OR d$="go s") AND s%(p%,1
))1 THEN j$=aa$:p%=s%(p%,1):k=1 ELSE IF
(b$="s" OR d$="go s") THEN j$=ab$:k=1
890 IF (b$="e" OR d$="go e") AND s%(p%,2
))1 THEN j$=aa$:p%=s%(p%,2):k=1 ELSE IF
(b$="e" OR d$="go e") THEN j$=ab$:k=1
900 IF (b$="w" OR d$="go w") AND s%(p%,3
))1 THEN j$=aa$:p%=s%(p%,3):k=1 ELSE IF
(b$="w" OR d$="go w") THEN j$=ab$:k=1
910 IF c$="in" OR d$="go i" THEN GOSUB 1
140:k=1 ELSE IF c$="out" OR d$="go o" TH
EN k=1:GOSUB 1170
920 IF c$="up" OR d$="go u" THEN k=1:GOS
UB 1210 ELSE IF c$="dow" OR d$="go d" TH
EN k=1:GOSUB 1220 ELSE IF c$="sea" THEN
j$="I can't find anything here!":k=1
930 IF c$="cli" THEN k=1:GOSUB 1230 ELSE
 IF c$="jum" THEN k=1:GOSUB 1240 ELSE IF
 c$="pad" OR c$="wad" THEN k=1:GOSUB 125
0 ELSE IF c$="swi" THEN GOSUB 1260:k=1
940 IF c$="ope" THEN k=1:GOSUB 1270 ELSE
 IF c$="sma" THEN k=1:GOSUB 1280 ELSE IF
 c$="cra" THEN GOSUB 1300:k=1
950 IF c$="eat" THEN k=1:j$="eat what?"
ELSE IF d$="driv" OR d$="go c" THEN k=1:
GOSUB 1310 ELSE IF c$="kil" THEN j$="How
 do you want to kill ?":k=1
960 IF c$="get" OR c$="tak" THEN k=1:GOS
UB 1350 ELSE IF c$="dro" OR c$="lea" THE
N k=1:GOSUB 1470 ELSE IF c$="inv" THEN k
=1:GOSUB 1520
970 IF c$="buy" THEN GOSUB 1620 ELSE IF
c$="wea" THEN GOSUB 1670 ELSE IF c$="rem
" THEN GOSUB 1710 ELSE IF c$="ska" THEN
k=1:GOSUB 1720
980 IF c$="exa" THEN k=1:GOSUB 1760 ELSE
 IF c$="sta" THEN GOSUB 1800 ELSE IF c$=
"sho" THEN k=1:GOSUB 1830 ELSE IF c$="li
g" THEN k=1:GOSUB 1880
990 IF c$="ins" OR c$="set" OR c$="fas"
THEN GOSUB 1910:k=1 ELSE IF c$="sco" THE
N j$="You really must take this more ser
iouslyyou know!":k=1
1000 IF c$="sav" THEN k=1:GOSUB 1960 ELS
E IF c$="loa" THEN k=1:GOSUB 2080 ELSE I
F c$="fix" OR d$="atta" THEN K=1:GOSUB 2
200
1010 IF c$="put" OR c$="pla" THEN GOSUB
2260 ELSE IF c$="unl" THEN j$="I can't!"
:k=1 ELSE IF c$="hel" THEN k=1:GOSUB 244
0
1020 IF c$="loo" THEN j$=aa$:z%=1:k=1 EL
SE IF c$="wor" THEN z%=0:k=1
1030 IF k=0 AND LEN(z$)>0 THEN j$="I'm s
orry I don't seem to understand you"
1040 WEND
1050 CLS:PEN 1:LOCATE 7,2:PRINT"C o n g
r a t u l a t i o n s":PEN 2
1060 PEN 3:LOCATE 1,5:PRINT"You light th
e fuse and retire to a safe distance. Th
ere is a loud explosion and through the
smoke you can just see the"
1070 PRINT"Remains of the train."
1080 LOCATE 1,15:PEN 2:PRINT"You have ma
naged to destroy the Wizard  and have so
lved this adventure."
1090 LOCATE 3,25:PRINT"Press the <Space
Bar> to play again."
1100 a$=""
1110 WHILE a$<>" ":a$=INKEY$
1120 WEND
1130 RUN
1140 IF p%=5 THEN p%=1:RETURN ELSE IF p%
=7 THEN p%=2:RETURN ELSE IF p%=29 THEN p
%=30:RETURN
1150 IF p%=41 THEN p%=48:RETURN ELSE IF
p%=51 THEN p%=57:RETURN ELSE IF p%=52 TH
EN p%=51:RETURN
1160 IF p%=60 THEN p%=67:RETURN ELSE j$=
ab$:RETURN
1170 IF p%=1 AND a%(5)=1 AND a%(6)=0 THE
N j$="A store detective arrests me for t
heft  as I leave the store.":GOSUB 1590
1180 IF p%=1 THEN p%=5:RETURN ELSE IF p%
=2 THEN p%=7:RETURN ELSE IF p%=30 THEN p
%=29:RETURN
1190 IF p%=48 THEN p%=41:RETURN ELSE IF
p%=57 THEN p%=51:RETURN ELSE IF p%=51 TH
EN p%=52:RETURN
1200 IF p%=67 THEN p%=60:RETURN ELSE j$=
ab$:RETURN
1210 IF p%=18 THEN p%=11:RETURN ELSE IF
p%=62 THEN p%=56:RETURN ELSE j$=ab$:RETU
RN
1220 IF p%=11 THEN p%=18:RETURN ELSE IF
p%=56 THEN p%=62:RETURN ELSE j$=ab$:RETU
RN
1230 IF p%=22 THEN p%=23:RETURN ELSE IF
p%=27 THEN p%=28:RETURN ELSE IF p%=28 TH
EN p%=27:RETURN ELSE j$="Not here!":RETU
RN
1240 IF p%=23 THEN p%=22:j$="Phew...just
 made it!":RETURN ELSE j$="Don't be absu
rd!":RETURN
1250 IF p%=8 THEN p%=9:RETURN ELSE IF p%
=9 THEN p%=8:RETURN ELSE j$="Not here!":
RETURN
1260 IF p%=8 OR p%=9 THEN j$="The water'
s not deep enough!":RETURN ELSE j$="not
here!":RETURN
1270 IF p%<>31 THEN j$="I can't do that
just yet!":RETURN ELSE IF aa=0 THEN j$="
The gate's locked!":RETURN ELSE j$="It's
 already open!":RETURN
1280 IF p%<>31 THEN j$="not here!":RETUR
N ELSE IF a%(18)=0 THEN j$="What with?":
RETURN ELSE IF aa>0 THEN j$="It's alread
y open!":RETURN
1290 aa=1:s%(31,1)=37:j$="The gate swing
s open as you smash the   lock with the
bar.":RETURN
1300 IF p%=34 THEN p%=40:RETURN ELSE IF
p%=40 THEN p%=34:RETURN ELSE j$="Don't b
e silly!":RETURN
1310 IF p%=36 OR p%=43 THEN GOTO 1320 EL
SE j$="Don't be absurd!":RETURN
1320 IF a%(2)=0 THEN j$="The car won't s
tart without a key!":RETURN
1330 J$="I drive the car for the short d
istance  along the road.":IF p%=36 THEN
p%=43 ELSE p%=36
1340 RETURN
1350 GOSUB 1430:IF l%=0 THEN PRINT"I don
't see ";l$:RETURN
1360 e%=0:FOR x=1 TO 20:IF b%(x)=p% AND
n%(r)=x THEN e%=1
1370 NEXT:IF e%=0 THEN PRINT"I don't see
 ";l$:RETURN
1380 IF r=1 OR r=3 OR r=6 OR r=7 OR r=9
OR r=15 OR r=20 THEN j$="Don't be silly!
":RETURN
1390 IF r=19 AND a%(7)=0 THEN j$="The ba
rman demands 20p from me!":RETURN
1400 a%(r)=1:e%=0:FOR x=1 TO 5:IF v$(x)=
"" THEN v$(x)=g$(n%(r)):e%=1:x=6
1410 NEXT:IF e%=0 THEN j$="My hands are
full!":RETURN
1420 b%(n%(r))=0:RETURN
1430 l$="":xx=INSTR(z$," "):r=0
1440 l%=0:l$=RIGHT$(z$,(LEN(z$)-xx)):IF
LEN(l$)<2 THEN RETURN
1450 FOR x=1 TO 20:IF LEFT$(n$(x),LEN(l$
))=l$ THEN r=x:l%=1
1460 NEXT:RETURN
1470 GOSUB 1430:IF l%<1 THEN j$="I don't
 have ";l$:RETURN
1480 e%=0:FOR x=1 TO 5:IF v$(x)=g$(n%(r)
) THEN v$(x)="":e%=1
1490 NEXT:IF e%=0 THEN j$="I'm not carry
ing "+l$:RETURN
1500 b%(n%(r))=p%:a%(r)=0
1510 RETURN
1520 CLS:e=0:PEN 1:PRINT"I am carrying :
-":PEN 2:PRINT
1530 FOR x=1 TO 5:IF v$(x)<>"" THEN PRIN
T v$(x):e=1
1540 NEXT:IF e=0 THEN PRINT"Nothing at a
ll"
1550 IF a%(5)=2 THEN PRINT:PEN 3:PRINT:P
RINT"I'm wearing a pair of ice skates."
1560 PEN 3:LOCATE 5,25:PRINT"Press the s
pace bar to continue."
1570 a$="":WHILE a$<>" "
1580 a$=INKEY$:WEND:RETURN
1590 CLS:PEN 1:PRINT j$:LOCATE 3,20:PRIN
T"Press the <Space Bar> to play again."
1600 a$="":WHILE a$<>" ":a$=INKEY$:WEND
1610 RUN
1620 k=1:GOSUB 1430:IF a%(14)=0 THEN j$=
"I have no money!":RETURN
1630 IF p%=3 AND r=19 THEN j$="The barma
n looks at my money and says   'no chang
```

THE DEADLY MISSION

```
e mate...take them and give me the money
 later!'":a%(7)=1:GOSUB 1350:RETURN
1640 IF r<>5 THEN j$="Don't be silly!":R
ETURN
1650 j$="I pay the assistant!":FOR x=1 T
O 5:IF v$(x)=g$(14) THEN v$(x)="some cha
nge":g$(14)=v$(x)
1660 NEXT:a%(6)=1:n$(14)="change":GOSUB
1350:RETURN
1670 k=1:GOSUB 1430:IF r<>5 THEN j$="I c
an't wear "+l$:RETURN
1680 IF a%(5)=0 THEN j$="I've not got th
em with me!":RETURN ELSE IF a%(5)=2 THEN
 j$="I'm already wearing them!":RETURN
1690 j$=aa$:a%(5)=2:FOR x=1 TO 5:IF v$(x
)=g$(5) THEN v$(x)=""
1700 NEXT:RETURN
1710 k=1:IF a%(5)<>2 THEN j$="I'm not we
aring the skates!":RETURN ELSE a%(5)=0:b
%(5)=p%:j$=aa$:RETURN
1720 IF a%(5)<>2 THEN J$="How can I skat
e when I'm not wearing anyskates ?":RETU
RN
1730 IF p%=18 OR p%=17 OR p%=24 THEN 174
0 ELSE j$="not here!":RETURN
1740 j$="Isn't this fun!":IF p%=18 THEN
ab=1 ELSE IF p%=24 THEN ab=0
1750 IF p%=24 OR p%=18 THEN p%=17:RETURN
 ELSE IF ab=1 THEN p%=24:RETURN ELSE p%=
18:RETURN
1760 GOSUB 1430:IF r=0 THEN j$="I see no
thing special":RETURN ELSE IF a%(r)=0 TH
EN j$="I don't have it!":RETURN
1770 IF r=12 THEN j$="a notice on the si
de reads 'set in      position on dynami
te, fix fuse, place in position   and li
ght. Retire to safe   distance.'":RETURN
1780 IF r<>20 THEN j$="I see nothing spe
cial":RETURN ELSE IF p%<>47 THEN j$="Not
 here!":RETURN
1790 j$="The screen displays a message..
..'Stab  the secret agent before he has
chance tokill you!!!'":RETURN
1800 k=1:GOSUB 1430:IF r<>3 THEN j$="Tha
t would be too dangerous!":RETURN ELSE I
F p%<>49 THEN j$="I can't see him here!"
:RETURN
1810 IF a%(17)=0 THEN j$="What with ?":R
ETURN
1820 IF a%(21)>0 THEN j$="He's already d
ead!":RETURN ELSE j$=aa$+" I can get pas
t him now!":g$(3)="a dead body!":a%(21)=
1:s%(49,1)=55:RETURN
1830 GOSUB 1430:IF r=0 THEN j$="Kill wha
t?":RETURN
1840 IF r<>1 THEN j$="That's not the rig
ht approach here!":RETURN ELSE IF p%<>53
 THEN j$="I can't do that here!":RETURN
1850 IF a%(8)=0 THEN j$="I have no gun a
nd the guard shoots me.":GOSUB 1590
1860 IF a%(16)=0 THEN j$="I fire the rev
olver but nothing happens.The guard shoo
ts me.":GOSUB 1590
1870 s%(53,1)=58:g$(1)="a dead body":j$=
aa$:SOUND 1,123,12:RETURN
1880 GOSUB 1430:IF a%(19)=0 THEN j$="I h
ave no light!":RETURN ELSE IF r<>13 THEN
 j$="I can't light that!":RETURN
1890 IF p%<>61 THEN j$="There's no point
 in doing that here!":RETURN ELSE IF a%(
22)<2 THEN j$="I've not planted the expl
osive yet!":RETURN
1900 s%=10:RETURN
1910 IF a%(11)=0 THEN j$="I can't do tha
t just yet!":RETURN
1920 GOSUB 1430:IF r<>12 THEN j$="I can
not do that!":RETURN ELSE IF a%(12)=0 TH
EN j$="I don't have the detonator!":RETU
RN
1930 a%(23)=1:FOR x=1 TO 5:IF v$(X)=G$(1
1) THEN v$(x)="a stick of dynamite with
a detonator    attached":g$(11)=v$(x)
1940 IF v$(x)=g$(12) THEN v$(x)=""
1950 NEXT:j$=aa$:RETURN
1960 CLS:PRINT"Please insert disc or tap
e now."
1970 OPENOUT"data"
1980 FOR x=1 TO 72:PRINT#9,q$(x):NEXT x
1990 FOR x=1 TO 72:FOR y=0 TO 3:PRINT#9,
s%(x,y):NEXT y,x
2000 FOR x=0 TO 20:PRINT#9,g$(x):NEXT x
2010 FOR x=0 TO 20:PRINT#9,b%(x):NEXT x
2020 FOR x=0 TO 20:PRINT#9,n$(x):NEXT x
2030 FOR x=0 TO 20:PRINT#9,n%(x):NEXT x
2040 FOR x=1 TO 5:PRINT#9,v$(x):NEXT x
2050 FOR x=0 TO 30:PRINT#9,a%(x):NEXT x
2060 PRINT#9,p%,aa,ab,s%,g%
2070 CLOSEOUT:j$=aa$:RETURN
2080 CLS:PRINT"Please insert disc or tap
e now."
2090 OPENIN"data"
2100 FOR x=1 TO 72:INPUT#9,q$(x):NEXT x
2110 FOR x=1 TO 72:FOR y=0 TO 3:INPUT#9,
s%(x,y):NEXT y,x
2120 FOR x=0 TO 20:INPUT#9,g$(x):NEXT x
2130 FOR x=0 TO 20:INPUT#9,b%(x):NEXT x
2140 FOR x=0 TO 20:INPUT#9,n$(x):NEXT x
2150 FOR x=0 TO 20:INPUT#9,n%(x):NEXT x
2160 FOR x=1 TO 5:INPUT#9,v$(x):NEXT x
2170 FOR x=0 TO 30:INPUT#9,a%(x):NEXT x
2180 INPUT#9,p%,aa,ab,s%,g%
2190 CLOSEIN:j$=aa$:RETURN
2200 GOSUB 1430:IF r<>13 THEN j$="I can'
t attach or fix the "+l$:RETURN
2210 IF a%(13)=0 THEN j$="I don't have t
he fuse!":RETURN ELSE IF a%(23)=0 THEN j
$="I can only do that when I've fastened
   the detonator to the dynamite!":RETUR
N
2220 FOR x=1 TO 5:IF v$(x)=g$(13) THEN v
$(x)=""
2230 IF v$(x)=g$(11) THEN v$(x)=g$(11)+"
 and a fuse connected.":g$(11)=v$(x)
2240 NEXT
2250 a%(24)=1:j$="I fix the fuse to the
detonator, which  is now ready for use."
:RETURN
2260 k=1:GOSUB 1430:IF r<>11 THEN j$="I
can't plant the "+l$:RETURN ELSE IF a%(1
1)=0 THEN j$="I don't have it!":RETURN
2270 IF p%<>61 THEN j$="This is neither
the place nor the time  for messing abou
t!":RETURN
2280 a%(22)=2:j$="You place the dynamite
 in position.":b%(11)=61:FOR x=1 TO 5:IF
 v$(x)=g$(11) THEN v$(x)=""
2290 NEXT:RETURN
2300 MODE 0:CALL &BC02
2310 IF p%=5 THEN GOSUB 2480:GOSUB 2460:
RETURN ELSE IF p%=69 THEN GOSUB 2570:GOS
UB 2460:RETURN
2320 IF p%=6 THEN GOSUB 2540:GOSUB 2460:
RETURN ELSE IF p%=72 THEN GOSUB 2630:GOS
UB 2460:RETURN
2330 IF p%=25 THEN GOSUB 2690:GOSUB 2460
:RETURN ELSE IF p%=8 THEN GOSUB 2730:GOS
UB 2460:RETURN
2340 IF p%=30 THEN col%=13:con%=3:GOSUB
2760:GOSUB 2460:RETURN ELSE IF p%=20 THE
N GOSUB 2790:GOSUB 2460:RETURN
2350 IF p%=54 THEN col%=4:con%=9:GOSUB 2
760:GOSUB 2460:RETURN ELSE IF p%=34 THEN
 GOSUB 2860:GOSUB 2460:RETURN
2360 IF p%=33 THEN GOSUB 2870:GOSUB 2460
:RETURN ELSE IF p%=3 THEN GOSUB 2900:GOS
UB 2460:RETURN
2370 IF p%=39 THEN GOSUB 2940:GOSUB 2460
:RETURN ELSE IF p%=27 THEN GOSUB 2960:GO
SUB 2460:RETURN
2380 IF p%=21 THEN GOSUB 2970:GOSUB 2460
:RETURN
2390 IF p%=47 THEN col%=14:con%=15:GOSUB
 2760:GOSUB 2460:RETURN ELSE IF p%=59 TH
EN col%=1:con%=8:GOSUB 2760:GOSUB 2460:R
ETURN
2400 IF p%=66 THEN col%=6:con%=10:GOSUB
2760:GOSUB 2460:RETURN ELSE IF p%=56 THE
N GOSUB 2990:GOSUB 2460:RETURN
2410 IF p%=12 THEN GOSUB 3020:GOSUB 2460
:RETURN ELSE IF p%=35 THEN GOSUB 3060:GO
SUB 2460:RETURN
2420 IF p%=70 THEN GOSUB 3070:GOSUB 2460
:RETURN
2430 RETURN
2440 IF p%=31 THEN j$="I'd find somethin
```

```
g to smash the lock    with!":RETURN ELS
E IF p%=36 OR p%=43 THEN J$="I'd drive t
he car if I had the keys!":RETURN
2450 IF p%=27 OR p%=28 THEN j$="I'd clim
b the stile!":RETURN ELSE J$="I haven't
a clue!":RETURN
2460 WINDOW #1,2,18,24,25:PAPER #1,5:PEN
 #1,4:PRINT#1,"Press <Space Bar>"
2470 a$=INKEY$:IF a$<>" " THEN 2470 ELSE
 RETURN
2480 WINDOW #1,1,20,1,10:PAPER #1,10:CLS
 #1
2490 WINDOW #2,1,20,11,25:PAPER #2,12:CL
S#2
2500 FOR y=1 TO 200:MOVE 100,y:DRAWR 200
,y,4:MOVE 500,y:DRAWR -200,y,4:NEXT
2510 MOVE 100,200:DRAWR 400,0,5
2520 FOR x= 1 TO 3:FOR y=100 TO 150:MOVE
 120+x*100,y:DRAWR 40,0,5:NEXT y,x
2530 RETURN
2540 PAPER 9:CLS:WINDOW #1,8,12,7,9:PAPE
R #1,5:CLS#1:PEN 4
2550 MOVE 0,0:DRAW 220,260:MOVE 640,0:DR
AW 380,260
2560 MOVE 0,400:DRAW 220,300:MOVE 640,40
0:DRAW 380,300:RETURN
2570 WINDOW #1,1,20,1,17:PAPER #1,10:CLS
 #1
2580 WINDOW #2,1,20,18,25:PAPER #2,8:CLS
#2
2590 FOR y=100 TO 250:MOVE 70,y:DRAWR 45
0,0,6:NEXT y
2600 FOR y=170 TO 230:FOR x=100 TO 420 S
TEP 60:MOVE x,y:DRAWR 40,0,5:NEXT x,y
2610 FOR y=250 TO 300:MOVE y-200,y:DRAWR
 470,0,9:NEXT
2620 MOVE 570,300:DRAWR 50,-50,5:DRAWR 0
,-140,5:RETURN
2630 WINDOW #1,1,20,1,16:PAPER #1,10:CLS
 #1
2640 WINDOW #2,1,20,17,25:PAPER #2,12:CL
S#2
2650 FOR y=100 TO 200:MOVE 100,y:DRAWR 1
00,y-100,3:MOVE 300,y:DRAWR -100,y-100,3
:NEXT y:MOVE 100,200:DRAWR 200,0,5
2660 FOR y=130 TO 170:FOR x=110 TO 290 S
TEP 40:MOVE x,y:DRAWR 20,0,4:NEXT x,y
2670 FOR y=75 TO 78:MOVE 0,y:DRAWR 640,0
,5:NEXT:FOR y=45 TO 48:MOVE 0,y:DRAWR 64
0,0,5:NEXT
2680 FOR x=0 TO 640 STEP 20:MOVE x,45:DR
AWR -10,30,4:NEXT:RETURN
2690 INK 13,9:PAPER 13:CLS:DEG:FOR r=180
 TO 360 STEP 0.5:MOVE 320,400:DRAWR 400*
COS(r),300*SIN(r),2:NEXT
2700 FOR y=220 TO 400:MOVE 0,y:DRAWR 640
,0,2:NEXT:FOR y=100 TO 180:MOVE 250,y:DR
AWR 120,0,11:NEXT
2710 FOR y=100 TO 130:MOVE 300,y:DRAWR 2
0,0,5:NEXT:FOR y=180 TO 210:MOVE 310,y:D
RAWR 270-y,0,3:MOVE 310,y:DRAWR y-270,0,
3:NEXT
2720 RETURN
2730 PAPER 5:INK 13,9:INK 11,22:CLS:FOR
y=300 TO 400:MOVE 0,y:DRAWR 640,0,2:NEXT
2740 FOR x=100 TO 360:MOVE 100+x/3,x:DRA
WR 350-x,0,13:NEXT:FOR t=400 TO 90 STEP
-1:MOVE 0,t:DRAWR  420-t,0,12:NEXT
2750 FOR y=390 TO 120 STEP -1:MOVE 280+y
/2,y:DRAWR -y+390,0,13:NEXT y:FOR t=379
TO 84 STEP -1:MOVE 640,t:DRAWR t-399,0,1
2:NEXT:RETURN
2760 INK 13,col%:PAPER 13:CLS:WINDOW #1,
8,12,11,15:PAPER #1,con%:MOVE 0,0:DRAW 2
60,180,3:MOVE 640,0:DRAW 345,180,3:CLS #
1
2770 MOVE 1,400:DRAW 230,240,3:MOVE 630,
400:DRAW 380,240,3:FOR t=400 TO 239 STEP
 -1:MOVE 319,t:DRAWR (t/3-80)*4.7+50,0,5

2780 MOVE 319,t:DRAWR -(t/3-80)*4.1-90,0
,5:NEXT:RETURN
2790 INK 13,9:PAPER 13:CLS:FOR t=149 TO
399:MOVE 0,t:DRAWR 640,0,2:NEXT:RESTORE
2810:MOVE 450,350:FOR x=1 TO 40:READ d
2800 MOVE 450+(40-d)/2,x+350:DRAWR d,0,1
:NEXT
2810 DATA 6,10,16,20,24,26,28,30,32,33,3
4,35,36,37,38,38,39,39,39,40,41,40,39,39
,39,38,37,36,35,34,33,32,30,28,26,24,20,
16,10,6
2820 FOR y=150 TO 300:MOVE 69,y:DRAWR 32
0.0.9:NEXT:RESTORE 2810:MOVE 135,190:FOR
 x=1 TO 40:READ d
2830 MOVE 135+(40-d)/2,x+190:DRAWR d,0,3
:NEXT:FOR y=150 TO 210:MOVE 135,y:DRAWR
40,0,3:NEXT
2840 FOR y=150 TO 350:MOVE 60,y:DRAWR 40
,0,8:NEXT:RESTORE 2810:MOVE 60,330:FOR x
=1 TO 40:READ d
2850 MOVE 60+(40-d)/2,x+330:DRAWR d,0,8:
NEXT:RETURN
2860 PAPER 5:CLS:INK 13,9:FOR t=1 TO 101
:MOVE 0,t:DRAWR 639,0,13:NEXT:DEG:FOR y=
0 TO 180 STEP 0.35:MOVE 320,100:DRAWR 20
0*COS(y),300*SIN(y),8:NEXT:RETURN
2870 PAPER 0:INK 13,9:CLS:FOR y=1 TO 200
:MOVE 0,y:DRAWR 640,0,13:NEXT:FOR y=1 TO
 200:MOVE 250+y/4,y:DRAWR 200-y/2,0,9:NE
XT
2880 FOR y=200 TO 390:MOVE 10+y,y:DRAWR
800-y*2,0,12:NEXT:RESTORE 2810:MOVE 50,3
50:FOR x=1 TO 40:READ d
2890 MOVE 50+(40-d)/2,x+350:DRAWR d,0,1:
NEXT:RETURN
2900 PAPER 5:CLS:FOR x=298 TO 301:MOVE x
,300:DRAW x,400,4:NEXT:RESTORE 2810:MOVE
 280,300:FOR x=1 TO 40:READ d
2910 MOVE 280+(40-d)/2,x+300:DRAWR d,0,1
:NEXT:FOR y=210 TO 214:MOVE 250,y:DRAWR
180,0,4:NEXT
2920 FOR x=270 TO 274:MOVE x,150:DRAWR 0
,71,4:MOVE x+140,151:DRAWR 0,70,4:NEXT
2930 FOR y=120 TO 124:MOVE y,150:DRAWR 0
,100,4:MOVE  y+70,150:DRAWR 0,50,4:NEXT:
FOR y=200 TO 204:MOVE 120,y:DRAWR 70,0,4
:NEXT:RETURN
2940 PAPER 5:CLS:FOR y=1 TO 150:MOVE 0,y
:DRAWR 640,0,12:NEXT:DEG:FOR y=0 TO 30 S
TEP 2:FOR x=0 TO 180:MOVE 320,149
2950 PLOT 310+(180+y*3)*COS(x),150+(180+
y*3)*SIN(x),y/2:NEXT x,y:RETURN
2960 PAPER 10:CLS:INK 13,9:FOR y=1 TO 20
0:MOVE 0,y:DRAWR 640-y,0,13:NEXT: FOR y=
200 TO 250 STEP 10:MOVE 0,y:DRAWR 440,0,
5:DRAWR 240,-230,5:NEXT:RETURN
2970 PAPER 10:CLS:INK 13,9:FOR y=1 TO 10
0:MOVE 0,y:DRAWR 640,0,13:NEXT:FOR y=100
 TO 370 STEP 40:FOR x=1 TO 4:MOVE 0,y+x:
DRAWR 640,0,5:NEXT x,y
2980 FOR x=1 TO 640 STEP 50:FOR y=1 TO 4
:MOVE x+y,100:DRAWR 0,300,3:NEXT y,x:RET
URN
2990 PAPER 8:CLS:FOR x=1 TO 100:MOVE 0,x
:DRAWR 640,0,5:NEXT: DEG:FOR r=0 TO 180
:MOVE 320,300:PLOT 320+60*COS(r),300+70*
SIN(r),1:NEXT
3000 MOVE 270,300:DRAWR 0,-50:MOVE 370,3
00:DRAWR 0,-50:DRAWR -100,0
3010 PEN 3:LOCATE 8,12:PRINT"Tickets":RE
TURN
3020 PAPER 2:CLS:FOR x=1 TO 100:MOVE 0,x
:DRAWR 640,0,12:NEXT:FOR x=101 TO 319:MO
VE 1,x:DRAWR 400,0,4:NEXT:FOR x=320 TO 4
00:MOVE 1,x:DRAWR 739-x,0,3:NEXT
3030 FOR x=101 TO 160:MOVE 401,x:DRAW 64
0,x,7:NEXT:FOR x=161 TO 171:MOVE 401,x:D
RAW 640,x,5:NEXT:FOR x=101 TO 150:MOVE 4
40,x:DRAW 590,x,5:NEXT
3040 FOR x=120 TO 141:MOVE 41,x:DRAWR 60
,0,10:MOVE 140,x:DRAWR 60,0,10:NEXT:FOR
t=1 TO 3:FOR x=121 TO 141:MOVE 40,x+t*49
:DRAWR 59,0,8:MOVE 140,x+t*49:DRAWR 59,0
,10:MOVE 240,x+t*49:DRAWR 59,0,12:NEXT x
,t
3050 RETURN
3060 PAPER 10:CLS:RAD:FOR r=0 TO 180:MOV
E 320,100:DRAWR 100*COS(r),120*SIN(r),12
:NEXT:FOR x=0 TO 100:MOVE 0,x:DRAW 640,x
,5:NEXT:RETURN
3070 PAPER 2:CLS:FOR x=1 TO 100:MOVE 0,x
:DRAW 640,x,5:NEXT:FOR t=100 TO 320:MOVE
 1,t:DRAWR 400,0,1:NEXT
3080 FOR t=321 TO 400:MOVE 1,t:DRAWR 740
-t,0,3:NEXT:FOR t=101 TO 160:MOVE 401,t:
DRAWR 640,0,9:NEXT
3090 FOR y=161 TO 171:MOVE 401,y:DRAWR 6
40,0,5:NEXT:FOR Y=100 TO 200:MOVE 100,y:
DRAWR 50,0,3:NEXT:RETURN
```

BANK PANIC

By Robin Davies

Remember the Coin-Op game of the same name, and the Gremlin Graphics copy of it — West Bank? Well, Computer Gamer presents a simplified version of it for the Commodore 64.

Use keys 1, 2 and 3 to select which door to shoot at — shoot the robbers, but let the townspeople deposit their money.

NB. The game will not run on the Commodore 128 in C64 mode unless the sprite colours are changed.

```
0 REM
1 REM BANK
2 REM
3 REM WRITTEN BY ROBIN DAVIES
4 REM
5 REM IDEA FROM THE POPULAR ARCADE
6 REM GAME CALLED BANK PANIC
7 REM
8 PRINTCHR$(147)"PLEASE WAIT"
9 DATA169,,141,132,3,169,4,141,133,3,32
10 DATA137,201,173,139,3,141,136,3,173
11 DATA132,3,133,251,133,253,173,133,3
12 DATA133,252,24,105,212,133,254,32,92
13 DATA201,238,136,3,173,136,3,205,140
14 DATA3,240,20,24,173,132,3,105,40,141
15 DATA132,3,173,133,3,105,,141,133,3
16 DATA76,19,201,96,160,,173,137,3,145
17 DATA251,173,138,3,145,253,200,192,40
18 DATA208,241,32,114,201,96,162,,189
19 DATA109,201,141,137,3,32,71,201,232
20 DATA224,5,208,242,96,119,120,226,239
21 DATA160,72,138,72,152,72,172,141,3
22 DATA174,142,3,202,208,253,136,208
23 DATA247,104,168,104,170,104,96,172
24 DATA139,3,192,1,240,21,136,173,132,3
25 DATA24,105,40,141,132,3,173,133,3
26 DATA105,,141,133,3,136,208,236,96,
27 DATA169,,141,60,3,174,60,3,189,63
28 DATA200,172,64,3,192,2,240,3,141
29 DATA32,208,192,1,240,3,141,33,208
30 DATA32,56,200,232,224,16,208,228
31 DATA206,61,3,173,61,3,208,212,173
32 DATA62,3,240,6,206,62,3,76,,200,96
33 DATA172,63,3,136,208,253,96,2,3,4
34 DATA5,6,7,8,9,,13,14,10,6,7,8,9,13,,
35 DATA,,,,,,,,,,,,42,,,170,128,2,170
36 DATA160,2,250,160,2,251,224,2,221
37 DATA224,3,93,112,3,110,112,3,110,112
38 DATA2,255,224,2,254,224,,254,192,
39 DATA251,192,,255,192,,238,192,,251
40 DATA192,,63,,,42,,,42,,,168,168,,162
41 DATA170,10,10,170,42,170,170,42,170
42 DATA168,10,254,160,2,255,224,2,223
43 DATA96,3,93,112,3,109,176,3,109,176
44 DATA2,255,224,2,254,224,,254,192,
45 DATA251,192,,255,192,,238,192,,251
46 DATA192,,63,,,42,,,42,,,168,168,,162
47 DATA170,10,10,170,42,170,170,42,170
48 DATA170,10,254,160,2,191,224,2,239
49 DATA160,3,218,176,3,110,176,3,110
50 DATA176,2,255,224,2,254,224,,254,192
51 DATA,251,192,,255,192,,234,192,,251
52 DATA192,,63,,,42,,,42,,,168,168,,162
53 DATA170,10,10,170,42,170,170,42,170
54 DATA170,10,254,160,2,191,224,2,239
55 DATA160,3,218,176,3,110,176,3,110
56 DATA176,2,255,224,2,251,224,,255,192
57 DATA,170,128,,170,128,,234,192,,234
58 DATA192,,59,,61,89,95,61,89,95,32
59 DATA170,130,42,170,170,42,170,170,42
60 DATA170,170,42,170,170,10,170,168,10
61 DATA170,168,2,170,160,2,170,160,2
62 DATA162,160,2,162,160,2,162,160,2
63 DATA162,160,2,162,160,,162,128,,81
64 DATA64,,162,128,10,162,168,10,162
65 DATA168,,,,,,,,,,,,,,,,2,170,160,10
66 DATA166,168,10,166,168,42,149,170,42
67 DATA149,170,42,149,170,42,85,106,42
68 DATA89,106,42,85,106,42,89,106,42,85
69 DATA106,42,89,106,14,85,108,62,89
70 DATA111,61,85,95,62,170,175,1,89,80
```

COMMODORE 64/128K

BANK PANIC

```
71 DATA1,89,80,0,170,128,10,170,168,42
72 DATA170,170,42,170,170,42,170,170,10
73 DATA170,168,10,170,168,2,170,160,2
74 DATA170,160,2,162,160,2,162,160,2
75 DATA162,160,2,162,160,2,162,160,,162
76 DATA128,,81,64,,162,128,10,162,168
77 DATA10,162,168,,,,,,,,,,,,,,,2,170
78 DATA160,10,166,168,10,166,168,42,149
79 DATA170,42,149,170,42,149,170,42,85
80 DATA106,42,89,106,42,85,106,62,89
81 DATA111,46,85,110,46,89,110,34,85,98
82 DATA34,89,98,1,85,80,2,170,160,,,,,,
83 DATA,,,,136,128,,42,,,42,,,,,,170
84 DATA128,2,170,160,2,170,160,10,162
85 DATA168,10,128,168,10,34,168,10,128
86 DATA168,10,162,40,10,162,40,10,128
87 DATA168,2,162,160,2,170,160,,170,128
88 DATA,42,,,,,,,,,,,,8,,,8,,,8,,,10,,
89 DATA138,,2,102,,9,86,160,37,85,152,9
90 DATA86,160,2,154,128,,170,,,138,,,2
91 DATA,,,,,,,,,,,,,,,
92 FORA=51456TO51622:READB:POKEA,B:NEXT
93 FORA=51200TO51279:READB:POKEA,B:NEXT
94 D=12800:FORA=0TO9:FORB=0TO62:READC
95 POKED+B,C:NEXTB:D=D+64:NEXTA:R=0
96 PRINTCHR$(147)CHR$(8):T=100:P=53248
97 PRINT"█ ▒▒▒▒▒▒▒▒"TAB(17)"BANK"
98 PRINTTAB(9)"WRITTEN BY  R DAVIES"
99 PRINTTAB(9)"PRESS SPACE TO START"
100 POKE830,INT(1000/256):POKE831,21
101 POKE829,1000-PEEK(830)*256:POKE832,3
102 SYS51200:GETA$:IFA$=""THEN102
103 IFA$<>" "THEN102
104 POKEP+32,0:POKEP+33,3
105 PRINTCHR$(147)" ▒":GOSUB147
106 POKEP+3,90:POKEP+5,121
107 POKEP+7,163:LV=3:SC=0
108 POKEP+28,255
109 POKEP+37,1:POKEP+38,10
110 POKEP+39,7:POKEP+40,0
111 POKEP+41,0:POKEP+23,14:POKEP+29,14
112 POKEP+42,0
113 PRINT"█▒SCORE :    ███";SC;"  LIVES
 :   ███";LV
114 GOSUB149:D=INT(RND(1)*3)+1
115 IFD=1THENDR=80:TB=6
116 IFD=2THENDR=160:TB=16
117 IFD=3THENDR=240:TB=26
118 M=INT(RND(1)*4)+1
119 IFM=1THENS1=200:S2=205:S3=204
120 IFM=2THENS1=201:S2=205:S3=204
121 IFM=3THENS1=202:S2=205:S3=204
122 IFM=4THENS1=203:S2=205:S3=204
123 POKE2041,S1:POKE2042,S2:POKE2043,S3
124 IFLV<1THENGOTO163
125 POKEP+2,DR:POKEP+4,DR
126 POKEP+6,DR:PRINT"▒▒▒▒"
127 FORA=1TO8:PRINTTAB(TB)"          "
128 NEXTA:FORA=1TO8
129 PRINTTAB(TB)" ▒▒       ":NEXTA
130 POKEP+21,15
131 S=0:FORA=1TOT
132 GETZ$
133 IFZ$<>""THENGOTO157
134 NEXTA
135 IFM>2THEN142
136 POKE2042,205:POKE2043,206
137 POKE2040,208:POKEP+1,163
138 POKEP,DR:GOSUB172
139 FORA=1TO500:NEXTA:POKEP+21,1
140 FORA=1TO1000:NEXTA:POKEP+21,0:SC=SC+
1:POKEP,0:GOTO113
141 END
142 POKE2042,207:POKE2043,206
143 POKE2040,209:POKEP+1,145
144 POKEP,DR-10:GOSUB167
145 FORA=1TO1000:NEXTA:POKEP+21,0:LV=LV-
1:POKEP,0:GOTO113
146 END
147 POKE906,0:POKE907,1:POKE908,26
148 POKE909,40:POKE910,40:SYS51456
149 PRINT"▒▒▒▒"
150 FORA=1TO16
151 PRINT"█▒█ █ █ █ █ █ |          █ █ |
    █ █ |         "
152 NEXT:IFR=1THENRETURN
153 PRINT"█ ▒▒WHEN A DOOR OPENS SHOT A
NY MAN WEARING":R=1
154 PRINT"▒A FACE MASK OR EYE PATCH USI
NG KEYS 1,2"
155 PRINT"▒AND 3 FOR DOORS 1,2 AND 3  "
;
156 FORA=1TO6000:NEXTA:PRINT"READY.":RET
URN
157 S=VAL(Z$)
158 IFD<>STHEN134
159 GOSUB167:IFM<3THENPRINT"▒█"TAB(24)
" NOT ME  ":SC=SC-1:LV=LV-1
160 IFM>2THENPRINT"▒█"TAB(24)"GOOD SHO
T":SC=SC+1:T=T-2
161 FORA=1TO500:NEXTA:PRINT"▒█"TAB(24)
"▒        "
162 POKEP+21,0:GOTO113
163 PRINTCHR$(147)
164 PRINT"█ ▒▒▒▒▒▒▒▒"TAB(15)"GAME
OVER"
165 PRINT"▒▒"TAB(12)"YOU SCORED ";SC
166 FORA=1TO1000:NEXTA:RUN96
167 POKEP+1048,15
168 POKEP+1028,129
169 POKEP+1029,6:POKEP+1030,89
170 POKEP+1024,0:POKEP+1025,50
171 POKEP+1028,128:RETURN
172 POKEP+1048,15
173 POKEP+1027,8:POKEP+1026,0
174 POKEP+1029,88:POKEP+1030,204
175 POKE.+1028,33:FORA=20TO40
176 POKEP+1025,A:NEXTA:POKEP+1028,32
177 RETURN
READY.
```

KINGS QUEST

By Vaughan Price

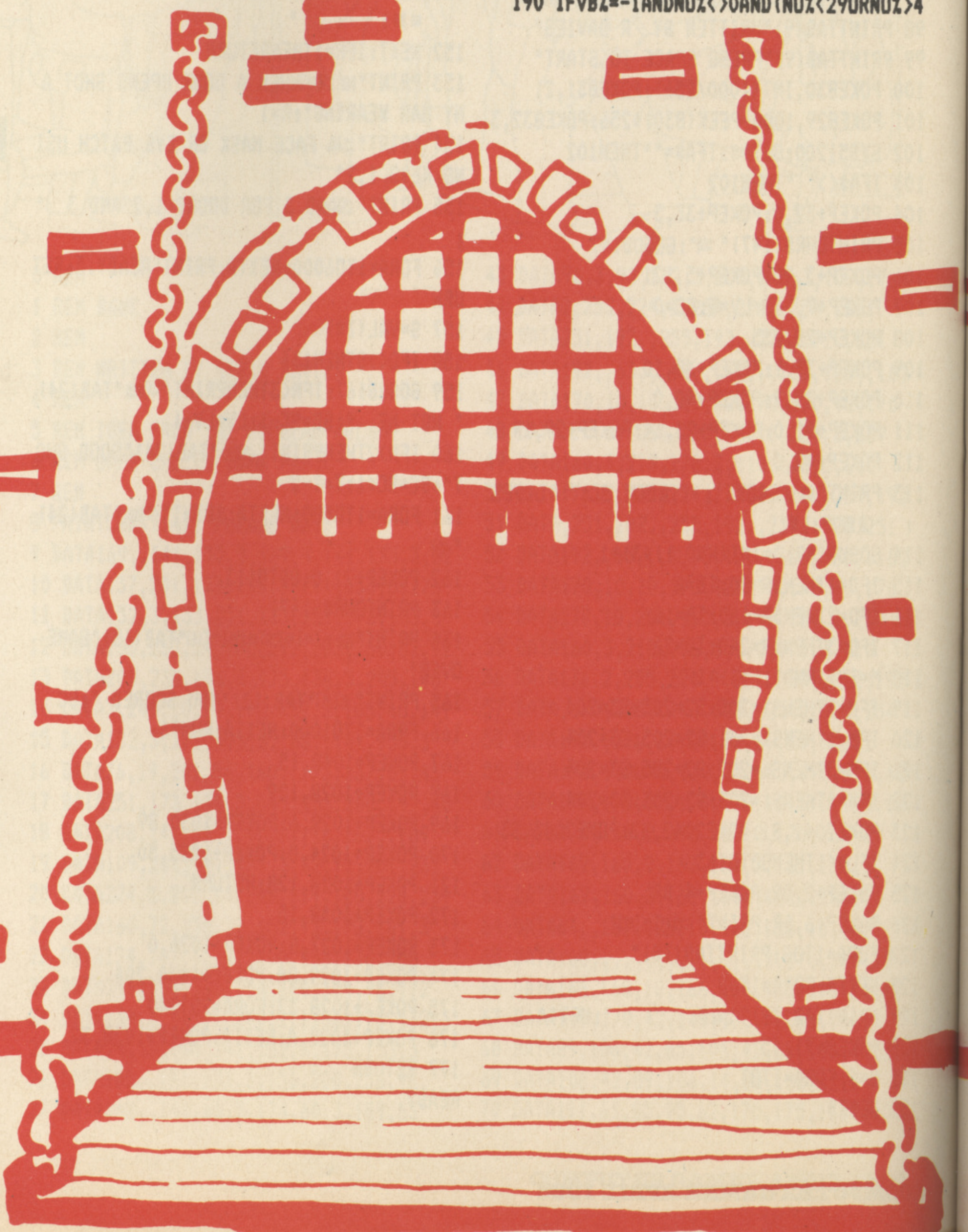
King's Quest is a traditional text only adventure for the BBC model B computer of the verb/noun format with a SAVE position facility. The story of King's Quest is as follows:

For many years the kingdom of Melroid has enjoyed peace and plenty under the wise rule of King Thesus and everyone was content. Except for his younger brother Serus. Serus has hated his elder brothers power for many years and has gathered many followers to help him to overthrow his brother.

And it came to pass that Serus and his band of rebels deposed his brother Thesus by force and took the place of King. During the reign of Serus, the land became inhospitable with high taxes inforced and scavengers roaming the land.

And what of his brother Thesus, he was not killed but imprisoned somewhere within the castle and that is where you an outsider to the Melroid kingdom come in. You have hear thr story of the rebel uprising and being a typical adventurer and out of curiosity you go in search in this strange and foreign land.

```
>
   10 MODE7
   20 *FX229,1
   30 PROCsetup
   40 AA%=0:AB%=0:AC%=0:AD%=0:AE%=0:AF%=
0:AG%=0:AH%=0:AI%=0:AJ%=0:AK%=0:AL%=0:AM
%=0:AN%=0:AP%=0:AQ%=0:AR%=0:AS%=0:AT%=0:
AU%=0:AV%=0:B%=0:C%=4:T%=3:Z Z%=0:CP=2
   50 PROCstart
   60 AA$="I'm not carrying it!":AB$="I'
ve already got it!":AC$="I can't do that
 just now!":AD$="I see nothing special":
AE$="Something Appears!":AF$="I've found
 something!":AG$="It's too dark too see!
":AH$="Ching!!!":AI$="Ding!Dong!"
   70 AJ$="Nothing Happens!":AK$="Hey!!W
hat about ME!":AL$="I tripped in the Dar
k!":AM$="What Colour?":AN$="It's already
 open!":TB$="*3 GOLD GOINS*":PB$="*2 GOL
D COINS*":SB$="*1 GOLD COIN*":DB$="I don
't understand you"
   80 S1$="I don't see it here.":S2$="Th
at is beyond my power":CM$=CHR$(44)
   90 PROCmove
  100 PROCinput
  110 *FX15,0
  120 IFC%=3THENOB$(5)=TB$
  130 IFC%=2THENOB$(5)=PB$
  140 IFC%=1THENOB$(5)=SB$
  150 IFC%=0THENOB(5)=0
  160 IFB%=2THENPRINTCHR$(131)"He eats m
e!":FORY%=1TO3000:NEXT:PROCdead
  170 IFVB%=-1AND(NO%>28ANDNO%<41)THENVB
%=1
  180 IFVB%>11ANDNO$=""THENPRINTCHR$(131
)DB$:GOTO100
  190 IFVB%=-1ANDNO%<>0AND(NO%<29ORNO%>4
```



```
0)THENPRINTCHR$(131)"You must supply a v
erb":GOTO100
  200 IFVB%<1ANDNO%=0THENPRINTCHR$(131)V
1$;" is a word I don't know..sorry!":GOT
O100
  210 IFNO%=0ANDVB%>11THENPRINTCHR$(131)
"I don't know what a ";N1$;" is":GOTO100
  220 ON VB% GOTO230,240,240,270,290,300
,310,320,330,380,430,260,280,340,250,350
,360,370,280,250,280,390,390,400,410,420
,440,450,450,460,470,480
  230 PROCgo:GOTO100
  240 PROCget:GOTO100
  250 PROClo:GOTO100
  260 PROCti:GOTO100
  270 PROCin:GOTO100
  280 PROCdr:GOTO100
  290 PROChe:GOTO100
  300 PROCcl:GOTO100
  310 PROCwa:GOTO100
  320 PROCqu:GOTO100
  330 PROCdi:GOTO100
  340 PROCop:GOTO100
  350 PROCre:GOTO100
  360 PROCsh:GOTO100
  370 PROCli:GOTO100
  380 PROCsa:GOTO100
  390 PROCta:GOTO100
  400 PROCgi:GOTO100
  410 PROCro:GOTO100
  420 PROCun:GOTO100
  430 PROCwi:GOTO100
  440 PROCri:GOTO100
  450 PROCfr:GOTO100
  460 PROCea:GOTO100
  470 PROCfe:GOTO100
  480 PROCki:GOTO100
  490 DEFPROCgo
  500 IF(NO%>21ANDNO%<29)ORNO%=46THENPRO
Cen:ENDPROC
  510 IFNO%>40ORNO%<22THENPRINTCHR$(131)
S2$:ENDPROC
  520 IFCP=41AND(NO%=33ORNO%=39)ANDOB(34
)=CP THENPRINTCHR$(131)"Knight stops me!
":ENDPROC
  530 IFNO%>34THENNO%=NO%-6
  540 NO%=NO%-29:IFP(CP,NO%)=0THENPRINTC
HR$(131)"I can't go in that direction.":
ENDPROC
  550 IF(CP<32ANDCP>27ORCP=13)AND(AH%<>1
OROB(9)<>-1ANDOB(9)<>CP)THEN:AH%=1:PRINT
CHR$(131)AL$:FORY%=1TO3000:NEXT:PROCdead
:ENDPROC
  560 IFOB(27)=CP THENPRINTCHR$(131)"Gua
rd stops me!":ENDPROC
```

```
  570 CP=P(CP,NO%):PROCmove:PRINTCHR$(13
1)"O.K."
  580 IF(AE%=1ANDAP%=0)AND(CP<34ANDCP>30
)THENPRINTCHR$(131)"Man Shouts"'CHR$(131
)AK$
  590 ENDPROC
  600 DEFPROCget
  610 IFNO%=45THENPRINTCHR$(131)AM$:ENDP
ROC
  620 IF(NO%>17ANDNO%<49)OR(NO%=2ANDAD%=
0)THENPRINTCHR$(131)S2$:ENDPROC
  630 IFOB(NO%)=-1THENPRINTCHR$(131)AB$:
ENDPROC
  640 IFNO%=0THENPRINTCHR$(131)"I don't
know what a ";N1$;" is!":ENDPROC
  650 IFOB(NO%)<>CP THENPRINTCHR$(131)S1
$:ENDPROC
  660 IFNO%=6ANDAV%=0THENPRINTCHR$(131)"
He won't let me take it!":ENDPROC
  670 IFNO%=14ANDAL%=1THENAL%=0:OB$(14)=
"Coil of Rope."
  680 IFZZ%>4THENPRINTCHR$(131)"I'm carr
ying too much!":ENDPROC
  690 ZZ%=ZZ%+1:OB(NO%)=-1:T%=T%-1:PROCm
ove:PRINTCHR$(131)"O.K.":ENDPROC
  700 ENDPROC
  710 DEFPROCin
  720 PRINTCHR$(131)"I'm carrying : ":FO
RI%=1TOLO%:IFOB(I%)=-1THENPRINTCHR$(131)
OB$(I%)
  730 IFZZ%=0 THEN PRINTCHR$(131)"Nothin
g.":ENDPROC
  740 NEXT
  750 ENDPROC
  760 DEFPROCdr
  770 IFNO%=28THENPROCle:ENDPROC
  780 IFNO%=45THENPRINTCHR$(131)AM$:ENDP
ROC
  790 IF(NO%>17ANDNO%<49)THENPRINTCHR$(1
31)S2$:ENDPROC
  800 IFNO%<>0ANDOB(NO%)<>-1THENPRINTCHR
$(131)AA$:ENDPROC

  810 IFNO%=5ANDCP=12THENPROCcoin:ENDPRO
C
  820 OB(NO%)=CP:ZZ%=ZZ%-1:T%=T%+1:PROCm
ove:PRINTCHR$(131)"O.K.":ENDPROC
  830 ENDPROC
  840 DEFPROCcl
  850 IF(CP>1ANDCP<9)THENCP=CP+13:PROCmo
ve:ENDPROC
```

```
  860 IFCP=37ANDAL%=1THENCP=38:PROCmove:
ENDPROC
  870 IFCP=38ANDAL%=1THENCP=37:PROCmove:
ELSEPRINTCHR$(131)AC$
  880 ENDPROC
  890 DEFPROCdi
  900 IFOB(12)<>-1 THENPRINTCHR$(131)AC$
:ENDPROC
  910 IFAU%=1ORCP<>10THENPRINTCHR$(131)"
I find nothing":ENDPROC
  920 AU%=1:OB(8)=CP:T%=T%+1:PROCmove:PR
INTCHR$(131)AF$:ENDPROC
  930 ENDPROC
  940 DEFPROCop
  950 IFNO%<>18ANDNO%<>46THENPRINTCHR$(1
31)S2$:ENDPROC
  960 IFNO%=18ANDAA%=0ANDCP=11ANDOB(8)=-
1THENAA%=1:OB$(18)="Open Cupboard.":PROC
move:PRINTCHR$(131)"O.K.":ENDPROC
  970 IFNO%=46ANDAR%=0ANDCP=34ANDOB(6)=-
1THENOB$(35)="Open Door.":AR%=1:PROCmove
:ENDPROC
  980 IFNO%=18ANDAA%=1THENPRINTCHR$(131)
AN$:ENDPROC
  990 IFNO%=46ANDAR%=1THENPRINTCHR$(131)
AN$:ELSEPRINTCHR$(131)AC$:ENDPROC
 1000 ENDPROC
 1010 DEFPROCre
 1020 IFNO%<>20THENPRINTCHR$(131)S2$:END
PROC
 1030 IFNO%=20ANDAH%=1ANDCP=13AND(OB(9)=
-1OROB(9)=CP)THENPRINTCHR$(131)"It says
:-"'CHR$(131)"Drop a Coin down the WELL.
.."'CHR$(131)"Make a WISH and ring the B
ELL!":ELSEPRINTCHR$(131)AC$
 1040 ENDPROC
 1050 DEFPROCsh
 1060 IFNO%<>2THENPRINTCHR$(131)S2$:ENDP
ROC
 1070 IFAD%<>0OR(OB(1)<>-1OROB(4)<>-1)OR
CP<>7THENPRINTCHR$(131)AC$:ENDPROC
 1080 PRINTCHR$(131)"The arrow soars up.
...":FORY%=1TO4000:NEXT:AD%=1:T%=T%+2:ZZ
```

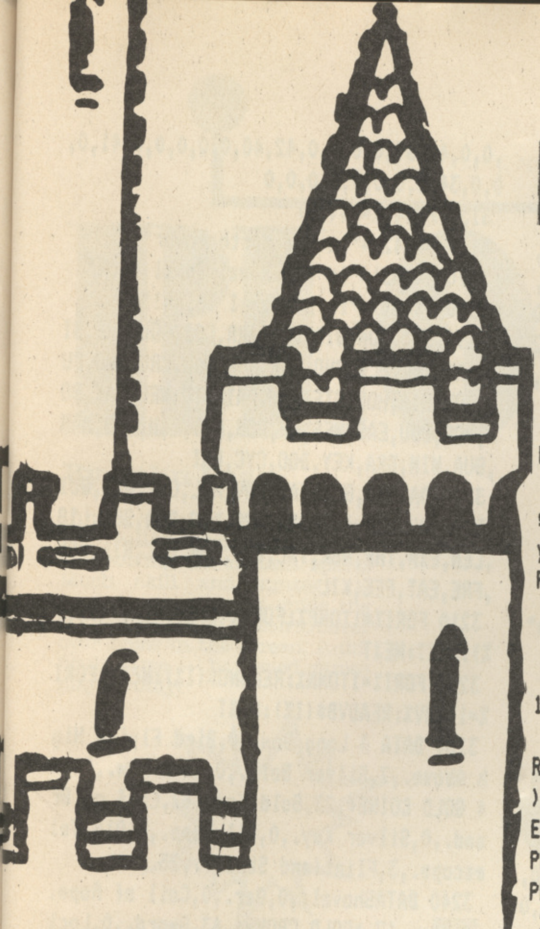
```
%=ZZ%-1:OB$(2)="Dead Bird.":OB(3)=CP:OB(
4)=CP:PROCmove:PRINTCHR$(131)"Got him!":
ENDPROC
 1090 ENDPROC
 1100 DEFPROCli
 1110 IFNO%<>9THENPRINTCHR$(131)S2$:ENDP
ROC
 1120 IFOB(9)<>-1OROB(11)<>-1ORAH%<>0THE
NPRINTCHR$(131)AC$:ENDPROC
 1130 IFCP<32ANDCP>27ORCP=13THENAH%=1:OB
$(9)="Oil lamp(lit).":PROCmove:PRINTCHR$
(131)"O.K.":ENDPROC
 1140 OB$(9)="Oil lamp(lit).":AH%=1:PRIN
TCHR$(131)"O.K.":ENDPROC
 1150 ENDPROC
 1160 DEFPROChe
 1170 IFCP=14THENPRINTCHR$(131)"Time is
the Answer!":ELSEPRINTCHR$(131)"Examine
things and THINK!"
 1180 ENDPROC
 1190 DEFPROClo
 1200 IFNO%=27ORNO%>40THENPROCex:ENDPROC


 1210 IF(NO%>21ANDNO%<41)THENPRINTCHR$(1
31)AD$:ENDPROC
 1220 IFOB(NO%)<>-1ANDOB(NO%)<>CP THENPR
INTCHR$(131)S1$:ENDPROC
 1230 IFNO%=18ANDAA%=1ANDAC%=0THENAC%=1:
T%=T%+2:OB(9)=CP:OB(14)=CP:PROCmove:PRIN
TCHR$(131)AF$:ENDPROC
 1240 IFNO%=19ANDAT%=0THENAT%=1:T%=T%+1:
OB(7)=CP:PROCmove:PRINTCHR$(131)AF$:ENDP
ROC
 1250 IFNO%=21ANDAS%=0THENAS%=1:OB(1)=CP
:PROCmove:PRINTCHR$(131)AF$:ENDPROC
 1260 IFNO%=2ANDAD%=0ANDOB(10)=-1THENPRI
NTCHR$(131)"It's carrying something shin
y!":ENDPROC
 1270 IFNO%=2ANDAD%=0THENPRINTCHR$(131)"
I can't quite see!":ELSEPRINTCHR$(131)AD
$:ENDPROC
 1280 ENDPROC
 1290 DEFPROCsa
 1300 PRINT"OK.":M=OPENOUT"DATA":FORI%=1
TO36:PRINT#M,OB$(I%),OB(I%):NEXT
 1310 PRINT#M,CP,AA%,AB%,AC%,AD%,AE%,AF%
,AG%,AH%,AI%,AJ%,AK%,AL%,AM%,AN%,AP%,AQ%
,AR%,AS%,AT%,AU%,AV%,B%,C%,T%,ZZ%
 1320 CLOSE#M
 1330 ENDPROC
 1340 DEFPROCload
 1350 PRINT"OK":M=OPENIN"DATA":FORI%=1TO
36:INPUT#M,OB$(I%),OB(I%):NEXT
 1360 INPUT#M,CP,AA%,AB%,AC%,AD%,AE%,AF%
,AG%,AH%,AI%,AJ%,AK%,AL%,AM%,AN%,AP%,AQ%
,AR%,AS%,AT%,AU%,AV%,B%,C%,T%,ZZ%
 1370 CLOSE#M
 1380 ENDPROC
 1390 DEFPROCqu
 1400 INPUT"The game is over, thanks for
 playing.   Want to play again ";B$:IFB$
="Y"THENRUN:ELSEEND
```

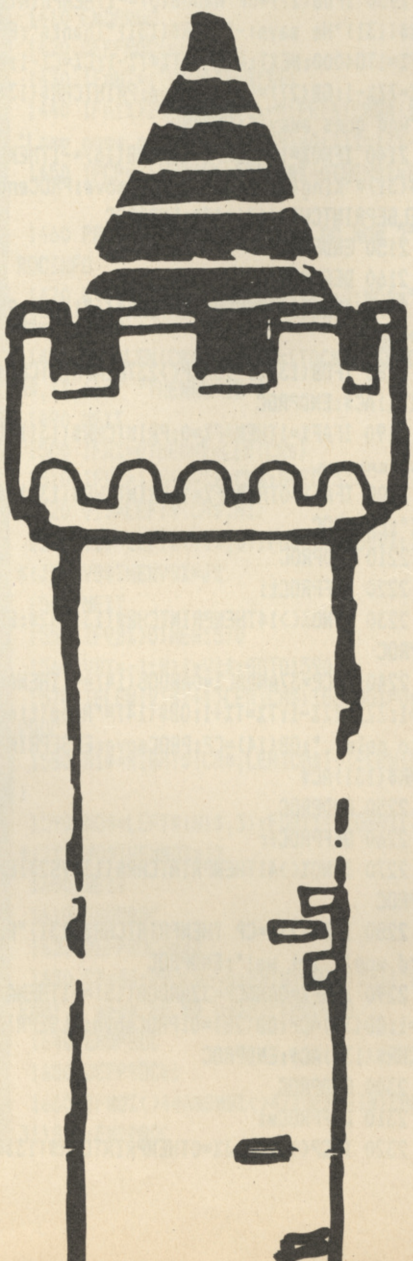
```
 1410 ENDPROC
 1420 DEFPROCinput
 1430 IFAH%=1THENAI%=AI%+1
 1440 IFAI%>20THENOB(9)=0:PRINTCHR$(131)
"Lamp goes out!":AI%=0:AH%=0:ZZ%=ZZ%-1
 1450 IFCP=36ANDAQ%=0ANDAN%=0THENB%=B%+1

 1460 PRINT"___WHAT SHALL I DO NOW ?";:P
ROCINFO
 1470 N1$="":V1$="":NO%=0:VB%=0:NO$="":V
B$="":H%=0
 1480 CM%=LEN(CM$):FORI%=1TOCM%:IFMID$(C
M$,I%,1)=" "THENH%=I%-1
 1490 NEXT
 1500 IFH%=0THENH%=LEN(CM$)
 1510 IFH%=1THENV1$=CM$:GOTO1530
 1520 V1$=LEFT$(CM$,H%)
 1530 VB$=LEFT$(V1$,3):FORJ%=1TONV%:IFVB
$(J%)=VB$THENVB%=J%
 1540 NEXT
 1550 IFVB%>0THEN1570
 1560 VB%=-1:N1$=V1$:GOTO1590
 1570 IFLEN(V1$)+1>LEN(CM$)THENNO%=0:END
PROC
 1580 N1$=RIGHT$(CM$,LEN(CM$)-1-LEN(V1$)
)
 1590 NO$=LEFT$(N1$,3):FORI%=1TONN%:IFNO
$(I%)=NO$THENNO%=I%
 1600 NEXT
 1610 ENDPROC
 1620 DEFPROCdead
 1630 CP=44:PROCmove:PRINTCHR$(131)"OH D
EAR! I seem to be dead!":PROCqu
 1640 ENDPROC
 1650 DEFPROCki
 1660 IFNO%<>44ANDNO%<>47THENPRINTCHR$(1
31)S2$:ENDPROC
```

```
 1670 IFNO%=44ANDAN%=0ANDOB(17)=-1ANDOB(
30)=CP THENAN%=1:OB$(30)="Dragon(dead)."
:PROCmove:PRINTCHR$(131)"O.K.":ENDPROC
 1680 IFNO%=47ANDAV%=0ANDOB(17)=-1ANDOB(
36)=CP THENAV%=1:OB$(36)="7Ft CYCLOPS(de
ad).":PROCmove:PRINTCHR$(131)"O.K.":ELSE
PRINTCHR$(131)AC$
 1690 ENDPROC
 1700 DEFPROCend
 1710 PRINTCHR$(131)"CONGRATULATIONS"'CH
R$(131)"You have returned the King"'CHR$
(131)"to the Throne"'CHR$(131)"and are w
ell rewarded!":PROCqu:ENDPROC
 1720 ENDPROC
 1730 DEFPROCcoin
 1740 IFC%>3THENPRINTCHR$(131)AC$:ENDPRO
C
 1750 IFC%=3THENC%=2:AJ%=1:PRINTCHR$(131
)AH$:ENDPROC
 1760 IFC%=2THENC%=1:AJ%=2:PRINTCHR$(131
)AH$:ENDPROC
 1770 IFC%=1THENC%=0:AJ%=3:ZZ%=ZZ%-1:PRI
NTCHR$(131)AH$:ENDPROC
 1780 ENDPROC
 1790 DEFPROCle
 1800 IFVB%<>19THENPRINTCHR$(131)S2$:END
PROC
 1810 IFCP=23ANDAF%=0THENCP=14:OB(24)=CP
:PROCmove:ENDPROC
 1820 IFCP=23ANDAF%=1THENCP=27:OB(24)=CP
:PROCmove:ELSEPRINTCHR$(131)AC$:ENDPROC
 1830 ENDPROC
 1840 DEFPROCwa
 1850 PRINTCHR$(131)"Time passes....":FO
RY%=1TO3500:NEXT
 1860 IFCP=14ANDAB%=0THENAB%=1:T%=T%+1:O
B(24)=CP:PROCmove:PRINTCHR$(131)AE$:ELSE
```



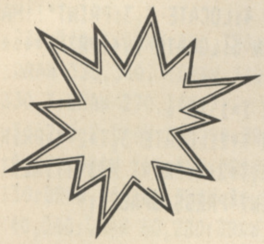
```
PRINTCHR$(131)AJ$:ENDPROC
 1870 ENDPROC
 1880 DEFPROCen
 1890 IFNO%=23ANDCP=27THENCP=28:PROCmove
:ENDPROC
 1900 IFNO%=25ANDCP=9THENCP=11:PROCmove:
ENDPROC
 1910 IFNO%=26ANDCP=12THENCP=13:PROCmove
:ENDPROC
 1920 IFNO%=27ANDCP=14THENCP=22:PROCmove
:PRINTCHR$(131)"I Swim.!":FORY%=1TO2500:
NEXT:PRINTCHR$(131)"But a Tidal Force pu
lls me down!":FORY%=1TO2500:NEXT:PROCdea
d:ENDPROC
 1930 IFNO%=22ANDCP=39THENCP=40:PROCmove
:ENDPROC
 1940 IFNO%=24ANDCP=10THENCP=24:PROCmove
:ENDPROC
 1950 IFNO%=28ANDCP=27THENCP=23:PROCmove
:ENDPROC
 1960 IFNO%=28ANDCP=14ANDOB(24)=CP THENC
P=23:PROCmove:ENDPROC
 1970 IFNO%=46ANDAR%=1ANDCP=34THENCP=43:
PROCmove:ELSEPRINTCHR$(131)AC$
 1980 ENDPROC
 1990 DEFPROCex
 2000 IFNO%=27ANDCP=14THENPRINTCHR$(131)
"I see a Boat and a Small Island":ENDPRO
C
 2010 IFNO%=41ANDCP=26ANDOB(22)=CP THENP
RINTCHR$(131)"He seems to be using a Sho
vel":ENDPROC
 2020 IFNO%=43ANDCP=37THENPRINTCHR$(131)
"I see a pole.":ENDPROC
 2030 IFNO%=42ANDCP=32ANDAE%=0THENPRINTC
HR$(131)"He says :-"'CHR$(131)"Get away!
":ENDPROC
 2040 IFNO%=41AND(OB(28)=CP OROB(31)=CP)
THENPRINTCHR$(131)"He looks rather regal
!":ELSEPRINTCHR$(131)AD$:ENDPROC
 2050 ENDPROC
 2060 DEFPROCta
 2070 IFNO%<>41THENPRINTCHR$(131)S2$:END
PROC
 2080 IFOB(22)=CP THENPRINTCHR$(131)"He
says :-"'CHR$(131)"Eere! Do you wanna bu
y my Shovel?":ELSEPRINTCHR$(131)AC$:ENDP
ROC
 2090 ENDPROC
 2100 DEFPROCgi
 2110 IFNO%<>5ANDNO%<>16THENPRINTCHR$(13
1)S2$:ENDPROC
 2120 IFOB(22)=CP ANDOB(5)=-1THENPRINTCH
R$(131)"That'll do nicely sir!"'CHR$(131
)"I'm going for a pint!":FORY%=1TO4000:N
EXT:OB(22)=0:OB(12)=CP:C%=C%-1:PROCmove:
PRINTCHR$(131)"He's left something!":END
PROC
 2130 IFOB(27)=CP ANDOB(5)=-1THENPRINTCH
R$(131)"He says:-"'CHR$(131)"Thanks":FOR
Y%=1TO4000:NEXT:AE%=1:T%=T%-1:C%=C%-1:ZZ
%=ZZ%-1:OB(27)=0:PROCmove:PRINTCHR$(131)
"And goes away!":ENDPROC
 2140 IFNO%=16ANDAP%=1ANDOB(16)=-1THENOB
$(31)="King(Crowned).":PROCmove:PROCend:
ELSEPRINTCHR$(131)AC$:ENDPROC
 2150 ENDPROC
 2160 DEFPROCro
 2170 IFNO%<>28THENPRINTCHR$(131)S2$:END
PROC
 2180 IFOB(13)<>-1ORCP<>23THENPRINTCHR$(
131)AC$:ENDPROC
 2190 IFAF%=1THENAF%=0:PRINTCHR$(131)"O.
K.":ENDPROC
 2200 IFAF%=0THENAF%=1:PRINTCHR$(131)"O.
K":ENDPROC
 2210 ENDPROC
 2220 DEFPROCti
 2230 IFNO%<>14THENPRINTCHR$(131)S2$:END
PROC
 2240 IFCP=37ANDAL%=0ANDOB(14)=-1THENAL%
=1:ZZ%=ZZ%-1:T%=T%+1:OB$(14)="Rope(tied
to pole).":OB(14)=CP:PROCmove:ELSEPRINTC
HR$(131)AC$
 2250 ENDPROC
 2260 DEFPROCfr
 2270 IFNO%<>41THENPRINTCHR$(131)S2$:END
PROC
 2280 IFOB(27)=CP THENPRINTCHR$(131)"Gua
rd won't let me!":ENDPROC
 2290 IFAP%=0ANDCP=32ANDOB(15)=-1THENAP%
=1:OB(31)=CP:OB(28)=0:PROCmove:ELSEPRINT
CHR$(131)AC$:ENDPROC
 2300 ENDPROC
 2310 DEFPROCwi
 2320 IFCP<>12ORAJ%=0THENPRINTCHR$(131)"
O.K."'CHR$(131)AJ$:ENDPROC
 2330 IFAJ%=1THENAK%=1:PRINTCHR$(131)"O.
K.":ENDPROC
 2340 IFAJ%=2THENAK%=2:PRINTCHR$(131)"O.
K.":ENDPROC
 2350 IFAJ%=3THENAK%=3:PRINTCHR$(131)"O.
K.":ENDPROC
 2360 ENDPROC
 2370 DEFPROCun
 2380 IFNO%<>9THENPRINTCHR$(131)S2$:ENDP
ROC
 2390 IFAH%=0OROB(9)<>-1ANDOB(9)<>CP THE
NPRINTCHR$(131)AC$:ENDPROC
 2400 IFCP<32ANDCP>27ORCP=13THENAH%=0:OB
$(9)="Oil lamp.":PROCmove:PRINTCHR$(131)
"O.K.":ENDPROC
 2410 OB$(9)="Oil lamp.":AH%=0:PRINTCHR$
(131)"O.K.":ELSEPRINTCHR$(131)AC$:ENDPRO
C
 2420 ENDPROC
 2430 DEFPROCri
 2440 IFNO%<>3THENPRINTCHR$(131)S2$:ENDP
ROC
 2450 IFOB(3)<>-1THENPRINTCHR$(131)AC$:E
NDPROC
 2460 IFCP<>12THENPRINTCHR$(131)AI$:ENDP
ROC
 2470 PRINTCHR$(131)AI$
 2480 IFAK%=1ANDAM%=0THENAM%=1:T%=T%+1:O
B(13)=CP:PROCmove:PRINTCHR$(131)AE$:ENDP
ROC
 2490 IFAK%=2ANDAM%=1THENAM%=2:T%=T%+1:O
B(17)=CP:PROCmove:PRINTCHR$(131)AE$:ENDP
ROC
 2500 IFAK%=3ANDAM%=2THENPRINTCHR$(131)A
J$:ENDPROC
 2510 ENDPROC
 2520 DEFPROCfe
 2530 IFNO%<>44THENPRINTCHR$(131)S2$:END
PROC
 2540 IFCP=36ANDAN%=0ANDAQ%=0ANDOB(7)=-1
THENAQ%=1:T%=T%+1:ZZ%=ZZ%-1:OB(7)=0:PRIN
TCHR$(131)"O.K.":ELSEPRINTCHR$(131)AC$:E
NDPROC
 2550 ENDPROC
 2560 DEFPROCea
 2570 IFNO%<>7THENPRINTCHR$(131)S2$:ENDP
ROC
 2580 IFOB(7)=-1THENOB(7)=0:ZZ%=ZZ%-1:PR
INTCHR$(131)"Yummy!":ELSEPRINTCHR$(131)A
C$:ENDPROC
 2590 ENDPROC
 2600 DEFPROCmove
 2610 IFT%<3THENT%=T%+1
 2620 IFT%>9THENT%=T%-2
 2630 VDU28,0,11+T%,39,0
 2640 IF(CP<32ANDCP>27ORCP=13)AND(AH%<>1
OROB(9)<>-1ANDOB(9)<>CP)THEN:CLS:PRINTCH
R$(134)AG$:PRINT:PRINT:GOTO2760
 2650 IFAP%=1THENOB(31)=CP
 2660 IFAQ%=1ANDAN%=0THENOB(30)=CP
 2670 S$="Things I can see:"
 2680 CLS:PRINTCHR$(134)"I'm ";P$(CP)
 2690 FORK%=1TOLO%
 2700 IFOB(K%)=CP THENPRINT';CHR$(129)S$
:PRINTCHR$(131)OB$(K%);:S$=CHR$(11)
 2710 NEXT
 2720 IF(CP=22ORCP=23ORCP=27ORCP=44)THEN
PRINT:PRINT:GOTO2760
 2730 K%=0:PRINT'''';CHR$(130)"EXITS: "
;:FORL%=0TO5:IFP(CP,L%)=0THEN2750
 2740 PRINTD$(L%);" ";:K%=1
 2750 NEXT
 2760 PRINT'';CHR$(133)"[_______________
______________________]"
 2770 IFOB(34)=CP ANDOB(30)=CP THENFORY%
=1TO4000:NEXT:OB(34)=0:PROCmove:PRINTCHR
$(131)"He see's the Dragon and runs away
!":ENDPROC
 2780 VDU28,0,24,39,11+T%
 2790 CLS
 2800 IFAG%=0THENPRINTCHR$(131)"Welcome
to :-"';CHR$(131)"** KINGS QUEST **"'CHR
$(131)"The King has been deposed and"';C
HR$(131);"you a Loyal Subject must find
him"';CHR$(131);"and help him regain his
 Throne!"';CHR$(131);"Good Luck!":AG%=1
 2810 ENDPROC
 2820 DEFPROCsetup
 2830 NP%=44:LO%=36:NN%=48:NV%=32:DIMP(N
P%,5),P$(NP%),VB$(NV%),NO$(NN%),OB(LO%),
OB$(LO%)
 2840 DIMD$(5)
 2850 P$(1)="on a path"
 2860 DATA8,0,9,0,0,0,3,6,3,3,0,0,4,2,2,
2,0,0,2,3,3,5,0,0,14,3,4,3,0,0,2,2,7,2,0
,0,2,8,3,6,0,0,7,1,3,2,0,0,10,12,0,1,0,0
,0,9,0,0,0,0,0,0,0,9,0,0,9,0,0,0,0,0,0,0
,0,0,12,0,0,5,0,0,0,0,0,0,0,0,2,0,0,0,
0,0,3,0,0,0,0,0,4,0,0,0,0,0,5
 2870 P$(2)="in a forest"
 2880 FORI%=3TO8:P$(I%)=P$(2):NEXT
 2890 P$(9)="in a small village"
 2900 P$(10)="in a field"
 2910 P$(11)="in a store"
 2920 P$(12)="by a well"
 2930 P$(13)="in a dimly lit well"
 2940 P$(14)="by a large lake"
 2950 P$(15)="at the top of a tree"
 2960 FORI%=16TO21:P$(I%)=P$(15):NEXT
 2970 P$(22)="in a lake"
 2980 P$(23)="in a rowing boat"
 2990 DATA0,0,0,0,0,6,0,0,0,0,0,7,0,0,0,
0,0,8,0,0,0,0,0,0,0,0,0,0,0,0,10,25,0,
0,0,26,0,0,24,0,0,0,25,0,0,0,0,0,0,0,0
,0,29,27,30,0,0,0,0,28,31,0,0,0,31,0,0,2
8,0,0,0,30,0,29,32,0,0,0,0,0,33,31,35,0,
34,0,0,32,0,0,0,33,0,0
 3000 FORI%=24TO25:P$(I%)=P$(1):NEXT
 3010 P$(26)="in a field"
 3020 P$(27)="on a very small island"
 3030 P$(28)="in a dimly lit cave"
 3040 FORI%=29TO31:P$(I%)=P$(28):NEXT
 3050 P$(32)="in a small cold dungeon"
 3060 P$(33)="in a corridor of a castle"
 3070 P$(34)="in a small bare room"
 3080 P$(35)=P$(33)
 3090 P$(36)="in the Dragon's lair"
 3100 P$(37)="in the South Tower"
 3110 P$(38)="below the South Tower"
 3120 P$(39)="by some steps"
 3130 P$(40)="on some steps"
 3140 DATA36,33,0,0,37,0,0,35,0,0,0,0,0,
0,0,0,0,35,39,0,0,0,0,0,0,38,0,0,0,0,0,0
,0,0,41,39,0,0,0,0,42,40,0,0,0,0,0,41,0,
0,0,34,0,0,0,0,0,0,0,0
 3150 P$(41)=P$(33)
 3160 P$(42)="in the North Tower"
 3170 P$(43)="in the Royal Jewel Room"
 3180 P$(44)="in Heaven I THINK!"
 3190 DATABOW,BIR,BEL,ARR,COI,GOL,BRE,SI
L,LAM,TEL,FLI,SHO,OAR,ROP,SAW,CRO,SWO,CU
P,COU,SIG,HOL,STE,CAV,PAT,STO,WEL,LAK,BO
A,NOR,SOU,EAS,WES,UP,DOW,N,S,E,W,U,D,MAN
,GUA,WIN,DRA,KEY,DOO,CYC,KNI
 3200 DATAGO,GET,TAK,INV,HEL,CLI,WAI,QUI
,DIG,SAV,WIS,TIE,DRO,OPE,LOO,REA,SHO,LIG
,LEA,EXA,THR,ASK,TAL,GIV,ROW,UNL,RIN,REL
,FRE,EAT,FEE,KIL
 3210 FORI%=1TONP%:FORJ%=0TO5:READP(I%,J
%):NEXT:NEXT
 3220 FORI%=1TONN%:READNO$(I%):NEXT:FORI
%=1TONV%:READVB$(I%):NEXT
 3230 DATA A Long Bow.,0,Bird Flying Hig
h Above.,7,Silver Bell.,0,An Arrow.,24,*
4 GOLD COINS*,23,Gold Key.,42,Loaf of Br
ead.,0,Silver Key.,0,Oil Lamp.,0,Old Tel
escope.,3,Flint(and Steel).,23
 3240 DATAShovel.,0,Oar.,0,Coil of Rope.
,0,Saw.,17,*GOLD CROWN*,43,Sword.,0,Lock
ed Cupboard.,11,Display Counter.,11,Sign
.,13,Hollow in Tree.,16,A Man (digging).
,26,Small Village Store.,9,Rowing Boat.,
0
 3250 DATAPath.,10,Cave.,27,Guard.,32,Ma
n(behind bars).,32,Window.,37,(Fire Brea
thing)Dragon.,36,Man(following me).,0,An
gel with Harp.,44,Rope(dangling down).,3
8,Large Black Knight.,41,Locked Door.,34
,7Ft CYCLOPS.,42
 3260 FORI%=1TO36:READOB$(I%),OB(I%):NEX
T
 3270 DATANORTH,SOUTH,EAST,WEST,UP,DOWN
 3280 FORI%=0TO5:READD$(I%):NEXT
 3290 ENDPROC
 3300 DEFPROCstart
 3310 CLS:INPUT"Resume play on a saved g
ame ";B$:IFB$="Y"THENPROCload:ENDPROC
 3320 ENDPROC
 3330 DEFPROCINFO
 3340 CM$=""
 3350 PRINTCHR$(134);
 3360 PRINT;" ";CHR$(8);
 3370 Z$=GET$
 3380 IFZ$=""THEN3370
 3390 Z%=ASC(Z$):IFZ%>95ANDZ%<>127THEN33
70
 3400 ZL%=LEN(CM$):IFZL%>27THEN3420
 3410 IFZ%>31ANDZ%<96THENCM$=CM$+Z$:PRIN
TZ$;:GOTO3360
 3420 IFZ%=13ANDZL%>0THENPRINT" ":GOTO34
50
 3430 IFZ%=127ANDZL%>0THENCM$=LEFT$(CM$,
ZL%-1):PRINT" ";Z$;Z$;
 3440 GOTO3360
 3450 ENDPROC
```

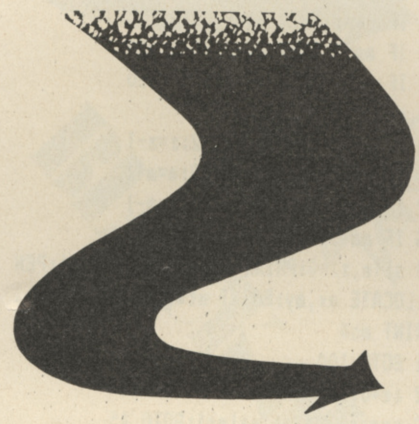


BLOCK OUT

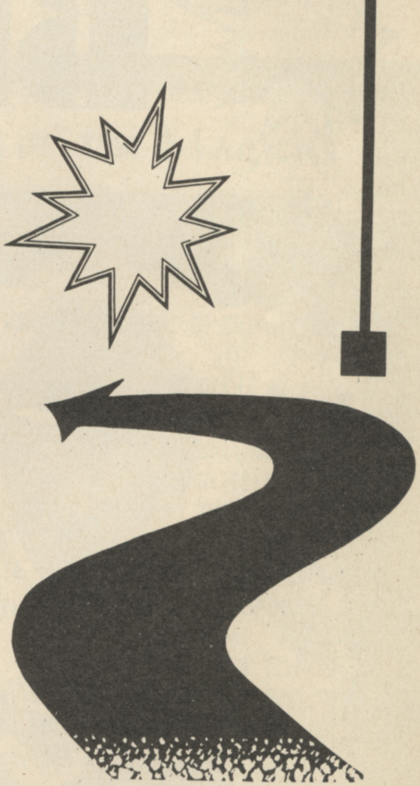
By John Pugh

In this 'painter' type game you must collect the diamond as well as avoiding the mutant spark! Much skill and strategy is needed as you must guide the spark around the screen to cover over holes in the screen. A difficult game — hardened games players only!





```
1 PEN 14
2 ENV 1,5,3,1,1,0,16,5,-3,2
3 ENT 1,5,1,1,10,-1,1,10,1,1,5,-1,1
4 ENV 2,5,3,1,5,-3,10
5 DIM sl(11,11)
6 SYMBOL AFTER 209
7 SYMBOL 222,1,3,6,13,26,52,105,210
8 SYMBOL 223,128,64,32,144,72,36,146,75
9 SYMBOL 224,210,105,52,26,13,6,3,1
10 SYMBOL 225,75,146,36,72,144,32,64,128
12 SYMBOL 210,63,64,159,159,191,191,191,
191
14 SYMBOL 211,252,62,255,255,255,255,253
,253
16 SYMBOL 212,191,255,255,255,255,255,12
7,63
18 SYMBOL 213,253,253,253,253,253,249,13
0,252
20 SYMBOL 214,7,24,39,79,79,39,28,36
22 SYMBOL 215,224,24,228,18,18,228,56,36
23 SYMBOL 216,68,148,255,179,242,30,18,3
0
24 SYMBOL 217,34,41,255,205,207,120,72,1
20
25 SYMBOL 218,192,240,120,62,31,29,10,9
26 SYMBOL 219,3,15,30,126,252,200,80,144
27 SYMBOL 220,9,10,20,59,62,124,240,192
28 SYMBOL 221,144,80,200,252,126,30,15,3
:MODE 0:FOR M=1 TO 6:HI(M)=0:HI$(M)="AMS
TRAD":NEXT
29 GOTO 700
30 sc=0:li=3:MODE 0:INK 1,0:INK 2,11:INK
 3,2:INK 4,6:INK 5,8:INK 6,24:INK 7,20:I
NK 8,9
45 BORDER 5:PAPER 1: PEN 5:q$=CHR$(210)+
CHR$(211):w$=CHR$(212)+CHR$(213)
46 mt$=CHR$(218)+CHR$(219):mb$=CHR$(220)
+CHR$(221)
50 CLS:LOCATE 1,1:FOR t=1 TO 10
51 FOR v=1 TO 10:PRINT q$;:NEXT
52 FOR v=1 TO 10:PRINT w$;:NEXT
55 NEXT
56 WINDOW #1,1,20,21,25:PAPER #1,6:PEN #
1,1:CLS #1
57 WINDOW #2,1,20,21,21:PAPER #2,7:PEN #
2,1:CLS# 2:PRINT #2,"SCORE"sc;
60 x=1:y=1:t$=CHR$(214)+CHR$(215):b$=CHR
$(216)+CHR$(217):xp=1:yp=1
63 CLS #1:PRINT #1,"SCORE";sc:PEN #1,3:P
RINT #1,"LEVEL";le
64 PEN #1,4:PRINT #1,"HIGH ";hi(1):PEN #
1,2:PRINT #1,"LIVES ";:FOR e=1 TO li:PRI
NT #1,t$;:NEXT:PRINT #1
65 PRINT #1,"       ";:FOR e=1 TO li:PRIN
T #1,b$;:NEXT
70 FOR r=1 TO 11
71 FOR g=0 TO 11:sl(r,g)=0:NEXT:NEXT
72 FOR h=0 TO 11:sl(0,h)=1:sl(h,0)=1:sl(
h,11)=1:sl(11,h)=1
73 NEXT
75 sl(1,1)=1
76 GOSUB 650
80 mx=19:my=19:m=10:z=10
85 PRINT CHR$(22)+CHR$(1)
90 PEN 2:LOCATE x,y:PRINT t$:LOCATE x,y+
1:PRINT b$
95 PEN 6:LOCATE mx,my:PRINT mt$:LOCATE m
x,my+1:PRINT mb$;
98 bc=1:mm=0
100 IF INKEY(67)=-1 AND INKEY(69)=-1 AND
 INKEY(39)=-1 AND INKEY(31)=-1 AND INKEY
```

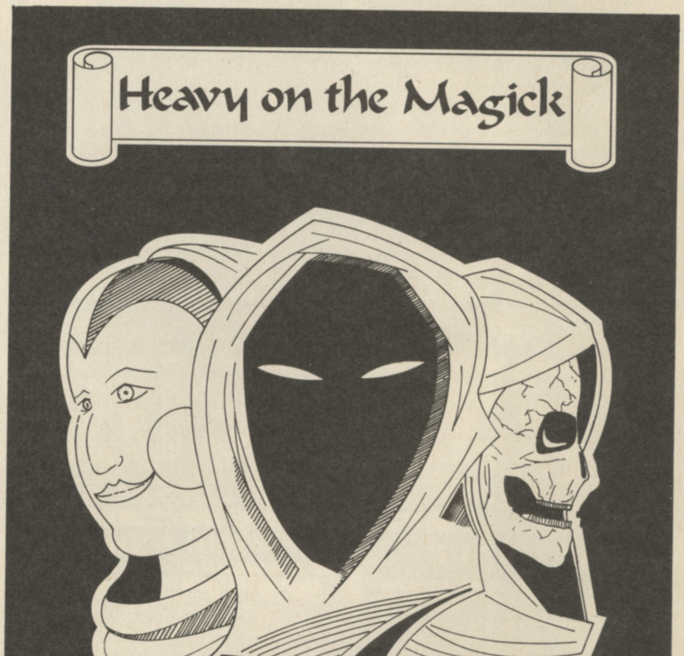


BLOCK OUT

```
(72)=0-1 AND INKEY(73)=-1 AND INKEY(74)=
-1 AND INKEY(75)=-1 THEN 200
102 PRINT CHR$(22)+CHR$(0):LOCATE x,y:PE
N 3:PRINT q$:LOCATE x,y+1:PRINT w$;
103 sl(xp,yp)=1
104 IF INKEY(67)=0 OR INKEY(72)=0 THEN y
=y-2:yp=yp-1
105 IF INKEY(31)=0 OR INKEY(75)=0 THEN x
=x+2:xp=xp+1
106 IF INKEY(39)=0 OR INKEY(74)=0 THEN x
=x-2:xp=xp-1
107 IF INKEY(69)=0 OR INKEY(73)=0 THEN Y
=Y+2:YP=YP+1
110 IF xp<1 OR xp>10 OR yp<1 OR yp>10 TH
EN 500
111 IF xp=m AND yp=z THEN 500
112 PRINT CHR$(22)+CHR$(1):PEN 2
113 LOCATE x,y:PRINT t$:LOCATE x,y+1:PRI
NT b$
114 IF sl(xp,yp)=1 THEN 200:ELSE IF sl(x
p,yp)=2 THEN GOSUB 670:ELSE IF sl(xp,yp)
=3 THEN 500
115 bc=bc+1:IF bc=98 THEN 400
200 PRINT CHR$(22)+CHR$(0):LOCATE mx,my:
PEN 5:PRINT q$:LOCATE mx,my+1:PRINT w$
201 IF xp=m AND yp=z OR xp-1=m AND yp=z
OR xp+1=m AND yp=z THEN 500
202 IF mm=0 AND my>1 AND sl(m,z-1)<>1 TH
EN mm=0:GOTO 210
203 IF mm=6 AND mx>1 AND sl(m-1,z)<>1 TH
EN mm=8:GOTO 210
204 IF mm=2 AND my<19 AND sl(m,z+1)<>1 T
HEN mm=2:GOTO 210
205 IF mm=1 AND mx<19 AND sl(m+1,z)<>1 T
HEN mm=1:GOTO 210
206 IF mm=1 THEN mm=8:GOTO 230
207 IF mm=0 THEN mm=2:GOTO 230
208 IF mm=2 THEN mm=1:GOTO 230
209 mm=0:GOTO 230
210 IF mm=0 THEN my=my-2:z=z-1
211 IF mm=1 THEN mx=mx+2:m=m+1
212 IF mm=8 THEN mx=mx-2:m=m-1
213 IF mm=2 THEN my=my+2:z=z+1
230 sl(m,z)=0:PRINT CHR$(22)+CHR$(1):PEN
 6:LOCATE mx,my:PRINT mt$:LOCATE mx,my+1
:PRINT mb$
231 GOTO 100
232 as=0:GOTO 100
400 sc=sc+20*le:le=le+1:GOTO 45
500 FOR nn=758 TO 956 STEP 101:FOR v=1 T
O 15:BORDER v:NEXT:SOUND 1,nn,-2,15,2,1:
FOR mn=1 TO 200:NEXT:NEXT:BORDER 4
505 CLS #1:PEN #1,1:PRINT #1,"**********
************YOU LOST A LIFE!************
**********";
510 li=li-1:IF li=0 THEN 600
511 GOTO 45
600 PRINT CHR$(22)+CHR$(1):LOCATE 1,10:P
EN 6:PRINT"     GAME OVER!"
602 FOR T=1 TO 1000:NEXT
603 CLS:IF SC<=HI(6) THEN 630
605 CLS:T=6
606 IF SC>HI(T) THEN 609
607 T=T+1:GOTO 610
609 T=T-1:IF T=0 THEN T=1:GOTO 610:ELSE
GOTO 606
610 IF T=6 THEN 618
612 FOR Y=6 TO T+1 STEP -1
614 HI(Y)=HI(Y-1):HI$(Y)=HI$(Y-1):NEXT
618 GOTO 620
620 PEN 1:PEN 7:LOCATE 1,1:PRINT"  CONGR
ATULATIONS!"
621 PEN 3:PRINT" YOU HAVE THE NO."T:PRIN
T" TOP SCORE!":FOR nn=1 TO 4:SOUND 1,119
,-2,15,1,1:SOUND 1,60,-2,15,1,1:NEXT
622 PRINT:PEN 6:PRINT:PRINT"PLEASE ENTER
 NAME"
623 PRINT CHR$(22)+CHR$(0):INPUT HI$(T):
HI(T)=SC
630 CLS:PEN 2:LOCATE 1,1:FOR T=1 TO 10:P
RINT T$;:NEXT:LOCATE 1,2:FOR T=1 TO 10:P
RINT B$;:NEXT
631 FOR T=3 TO 19 STEP 2
632 LOCATE 1,T:PRINT T$:LOCATE 19,T:PRIN
T T$:LOCATE 1,T+1:PRINT B$:LOCATE 19,T+1
:PRINT B$
633 NEXT
634 LOCATE 1,21:FOR T=1 TO 10:PRINT T$;:
NEXT
635 LOCATE 1,22:FOR T=1 TO 10:PRINT B$;:
NEXT
640 PEN 4:LOCATE 3,3:PRINT"!!HALL OF FAM
E!!":PEN 5:LOCATE 3,4:PRINT"************
****"
641 FOR T=1 TO 6
642 PEN T+1:LOCATE 3,T*2+4:PRINT HI(T):L
OCATE 8,T*2+4:PRINT HI$(T):NEXT:LOCATE 4
,23:PRINT"PRESS SPACE";
643 A$=INKEY$:IF A$<>" " THEN 643
644 GOTO 29
650 FOR u=1 TO le
652 f=INT(RND(1)*9)+1:g=INT(RND(1)*9)+1
653 IF sl(f,g)<>0 THEN 652
654 PRINT CHR$(22)+CHR$(1):PEN 7:LOCATE
f*2-1,g*2-1
655 PRINT CHR$(222);CHR$(223):LOCATE f*2
-1,g*2:PRINT CHR$(224);CHR$(225)
656 sl(f,g)=2:NEXT
657 FOR u=1 TO le+1
658 f=INT(RND(1)*9)+1:g=INT(RND(1)*9)+1
659 IF sl(f,g)<>0 THEN 658:ELSE PRINT CH
R$(22)+CHR$(0)
660 LOCATE f*2-1,g*2-1:PRINT"  ":LOCATE
f*2-1,g*2:PRINT"  ":sl(f,g)=3
661 NEXT:RETURN
670 sc=sc+10*le:CLS #2:PEN #2,1:PRINT #2
,"SCORE"sc
675 SOUND 1,119,-2,15,1,1
677 RETURN
700 MODE 1:PAPER 1:CLS
705 PLOT 10,380:DRAW 30,380,4:DRAW 50,36
0,4:DRAW 50,350,4:DRAW 40,340,4:DRAW 50,
330,4:DRAW 50,320,4:DRAW 30,300,4:DRAW 1
0,300,4:DRAW 10,380,4
```

BLOCK OUT

```
707 PLOT 60,380,4:DRAW 65,380,4:DRAW 65,
305,4:DRAW 95,305,4:DRAW 95,310,4:DRAW 1
00,310,4:DRAW 100,300,4:DRAW 60,300,4:DR
AW 60,380,4
709 PLOT 120,380:DRAW 140,380:DRAW 150,3
70:DRAW 150,310:DRAW 140,300:DRAW 120,30
0:DRAW 110,310:DRAW 110,370:DRAW 120,380
710 PLOT 170,380:DRAW 190,380:DRAW 200,3
70:DRAW 200,350:DRAW 190,350:DRAW 190,36
0:DRAW 180,370:DRAW 170,360:DRAW 170,320
:DRAW 180,310:DRAW 190,320
711 DRAW 190,330:DRAW 200,330:DRAW 200,3
10:DRAW 190,300:DRAW 170,300:DRAW 160,31
0:DRAW 160,370:DRAW 170,380
712 PLOT 210,380:DRAW 220,380:DRAW 220,3
00:DRAW 210,300:DRAW 210,380:MOVE 240,38
0:DRAW 250,380:DRAW 250,370:DRAW 220,330
:DRAW 220,340:DRAW 240,380
713 PLOT 240,300:DRAW 250,300:DRAW 250,3
10:DRAW 220,340:DRAW 220,330:DRAW 240,30
0
715 PLOT 270,340,7:DRAW 280,350,7:DRAW 3
10,350,7:DRAW 320,340,7:DRAW 310,330,7:D
RAW 280,330,7:DRAW 270,340,7
716 PLOT 30,270,2:DRAW 50,290:DRAW 90,29
0:DRAW 110,270:DRAW 110,150:DRAW 90,130:
DRAW 50,130:DRAW 30,150:DRAW 30,270
717 MOVE 40,260:DRAW 60,280:DRAW 80,280:
DRAW 100,260:DRAW 100,160:DRAW 80,140:DR
AW 60,140:DRAW 40,160:DRAW 40,260
718 PLOT 130,290,2:DRAW 150,290:DRAW 150
,170:DRAW 170,150:DRAW 190,170:DRAW 190,
290:DRAW 210,290:DRAW 210,150:DRAW 190,1
30:DRAW 150,130:DRAW 130,150:DRAW 130,29
0
719 PLOT 230,290:DRAW 320,290:DRAW 320,2
70:DRAW 290,270:DRAW 290,130:DRAW 260,13
0:DRAW 260,270:DRAW 230,270:DRAW 230,290
720 PLOT 340,380:DRAW 370,380:DRAW 370,1
80:DRAW 340,180:DRAW 340,380:PLOT 340,16
0,4:DRAW 370,160:DRAW 370,130:DRAW 340,1
30:DRAW 340,160
725 PEN 7:LOCATE 30,2:PRINT"BY J.PUGH":L
OCATE 30,5:PRINT CHR$(164);:PRINT" JAN.8
6"
726 PEN 10:LOCATE 25,7:PRINT"1) INSTRUCT
IONS";:LOCATE 25,10:PRINT"2) PLAY"
727 IN$=INKEY$:IF IN$<>"1" AND IN$<>"2"
THEN 727
728 PRINT CHR$(7): IF IN$="1" THEN 740
729 LOCATE 30,11:PRINT"ENTER ":LOCATE 30
,12:PRINT"STARTING":LOCATE 30,13:PRINT"L
EVEL":LOCATE 30,15:PEN 10:PRINT"(1-9)"
730 A$=INKEY$:A=VAL(A$):IF A<1 OR A>9 TH
EN 730
731 LE=A:GOTO 30
740 CLS:PEN 7:LOCATE 15,1:PRINT"BLOCK<>O
UT":PEN 10:LOCATE 15,2:PRINT"**********"
742 PEN 7:LOCATE 2,5:PRINT"Guide Arnold
astronaut around the zone"
745 PRINT"of blocks,colouring them blue,
collecting the precious diamonds and avo
iding the holes & mutant spark."
746 PRINT:PRINT"  If you come into conta
ct with this sp-ark or stand horizontall
y next to it,or you walk into a hole,the
n you lose one  of your three lives."
747 PRINT:PRINT"  If the spark covers a
hole or a dia-  mond then it fills that
block with a    normal block.It is there
fore necessary"
748 PRINT"to guide the spark over some h
oles(the  spark cannot travel over blue
blocks)."
749 PRINT:PRINT"  The number of blocks c
oloured needed  depends on the amount of
 holes,and you  do not necessarily need
to colour every block."
750 PEN 3:PRINT"  press SPACE to continu
e."
751 a$=INKEY$:IF a$<>" "THEN 751
752 PRINT CHR$(7):CLS:LOCATE 5,5:PRINT"C
ONTROLS:-"
753 LOCATE 19,8:PRINT"Q":LOCATE 17,10:PR
INT"< * >":LOCATE 19,12:PRINT"A"
754 LOCATE 2,15:PRINT"  OR USE JOYSTICK
1"
755 PRINT:PRINT:PRINT" press SPACE to co
ntinue."
756 a$=INKEY$:IF a$<>" " THEN 756
757 PRINT CHR$(7):GOTO 700
1000 PRINT INKEY$:GOTO 1000
```



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